REVIEWS • KING'S QUEST VI • JOHN MADDEN FOOTBALL II VS. FRONT PAGE SPORTS : FOOTBALL • CLOUDS OF XEEN

EDITORS' CHOICE
COMANCHE MAXIMUM OVERKILL

p. 88

PC GAMES

An IDG Communications Publication

January 1993
USA $3.95 Canada $4.95

ACES HIGH

In the Cockpit With 4 Hot Flight Sims

- Aces of the Pacific
- Operation: Fighting Tiger
- F-15 Strike Eagle III
- Mantis

SPECIAL FOCUS

Best of PCGames

BEST OF PCGAMES

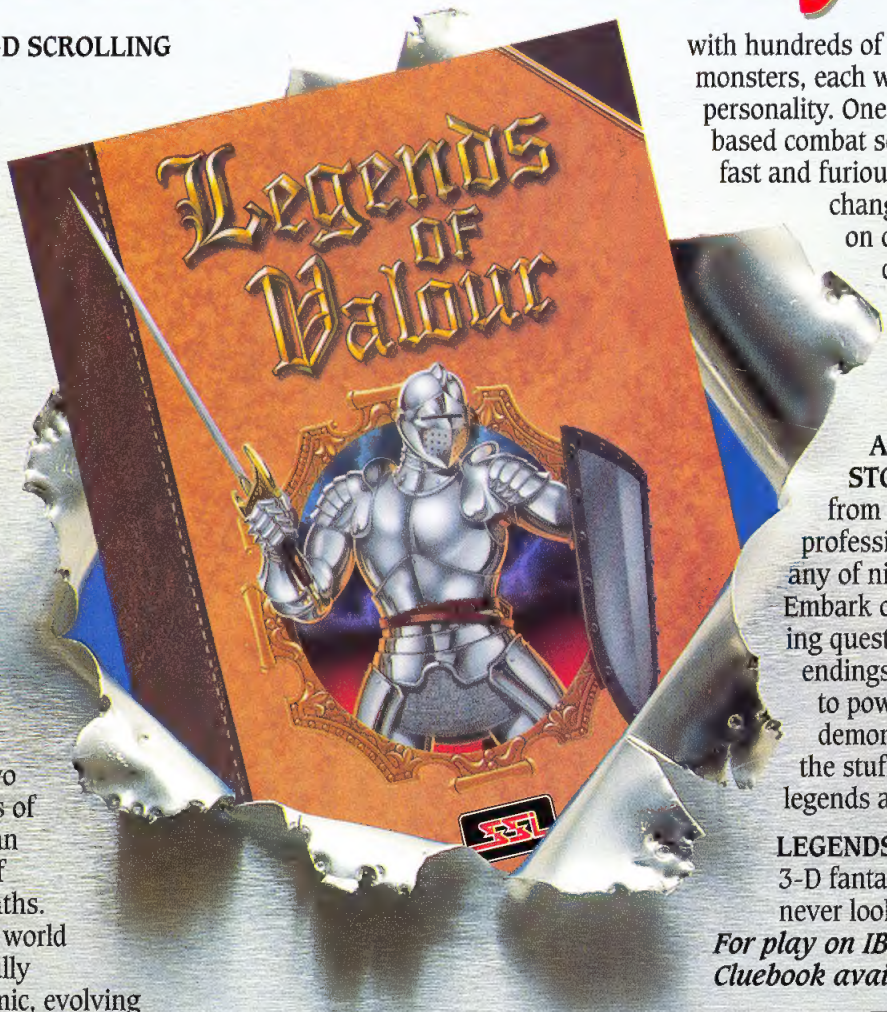
TELECOMPETITION

Group Games by Modem

01
0 70989 37787 5

A Technological Breakthrough In 3-D Action Fantasy!

THE SMOOTHEST 3-D SCROLLING GRAPHICS EVER! *Ultima® Underworld,™* move over! Legends of Valour™ sets a new standard with the smoothest, most life-like screen scrolling in fantasy adventures. The fast, seamless first-person view never jerks or slows down — even when you're turning. And unlike the competition, our 256-color VGA texture and detail is retained even when you move close to an object.



TWO VIRTUAL WORLDS! Explore two huge worlds: 28 miles of overworld town *and* an underground series of dungeons and labyrinths. Never before has any world been so massive or fully developed. The dynamic, evolving music score further heightens the realism.

SIMPLE INTERFACE, SMOOTH MOVES. Use the streamlined point-and-click interface to easily interact with hundreds of characters and monsters, each with a unique personality. One-touch icon-based combat sequences are fast and furious. Encounters change depending on day or night conditions. And Auto-mapping tracks every step you take.

A LEGENDARY STORY. Choose from an array of professions by joining any of nine guilds. Embark on over 45 exciting quests with multiple endings. Restore a king to power, slay an evil demon and become the stuff of which legends are written!

LEGENDS OF VALOUR. 3-D fantasy adventuring never looked better!
For play on IBM and Amiga. Cluebook available.

SEEING IS BELIEVING! Check out our demo at your nearest software store!

IBM 256-color VGA

Experience the hottest, smoothest 3-D scrolling graphics ever in an underworld, or any world!

TO ORDER BY VISA/MC: call 1-800-245-4525 (in USA & Canada).

ULTIMA and UNDERWORLD are trademarks of Richard Garriott and ORIGIN Systems, Inc., respectively.
LEGENDS OF VALOUR is a trademark of Strategic Simulations, Inc. ©1992 Strategic Simulations, Inc. All rights reserved.

One small step for AdLib one giant leap for PC sound

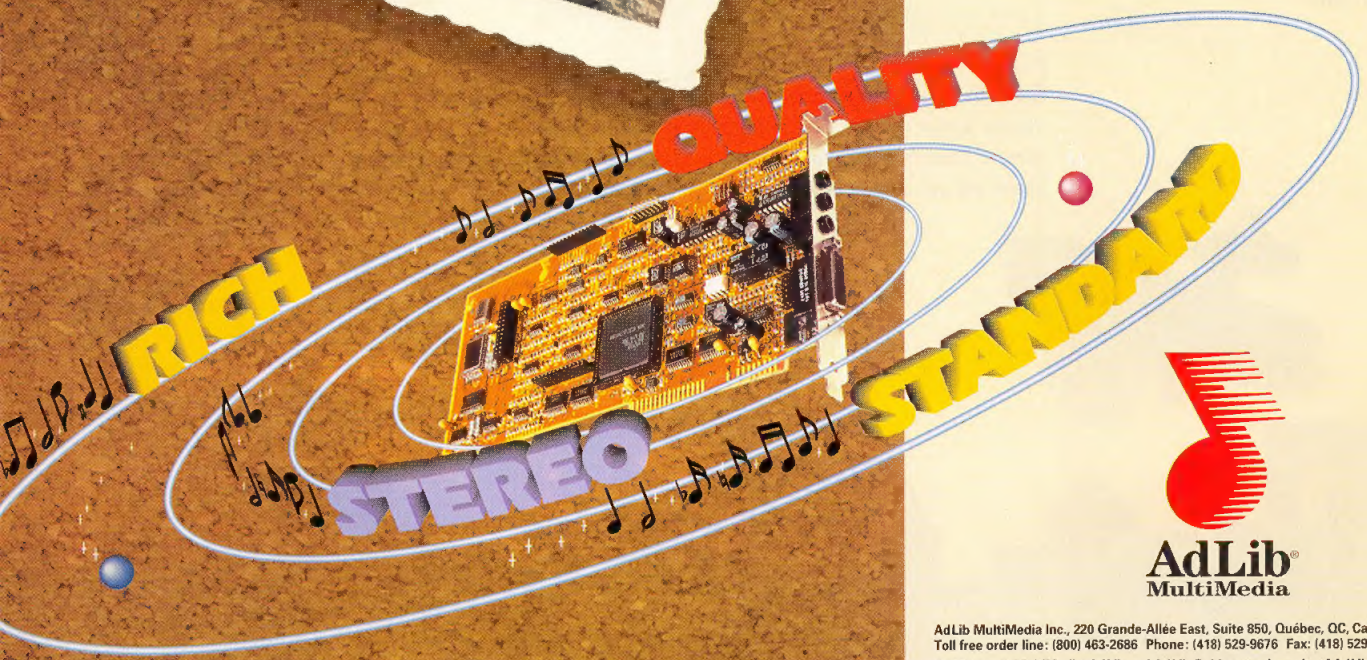
Just as today's astronauts are measured against the achievements of those who landed on the moon, so are sound cards measured against AdLib. Now, with the long awaited AdLib Gold card, AdLib MultiMedia is setting new standards... again!

AdLib Gold is not like any other sound card, it's an expandable sound system. To add dramatic echo and reverb to the already superior stereo sound, just snap on the Surround Sound Module. Want to use CD-ROMs? Attach the optional SCSI Adapter and you're ready to go.

It's not enough for AdLib Gold to simply comply with Multimedia PC™ sound adapter specifications, it has to surpass them. Plus, not only does AdLib Gold fully support the rapidly emerging Gold Sound Standard, it is also 100% compatible with the original AdLib card. And AdLib Gold is the only sound board in its class which features three types of filtering to eliminate the annoying popping and crackling sounds which plague less capable sound products.

So whether you want the highest quality sound for your entertainment software, or you're using business applications, your wait is over. AdLib Gold is available now.

Discover AdLib Gold at your local retail outlet <u>today</u>!



AdLib®
MultiMedia

AdLib MultiMedia Inc., 220 Grande-Allée East, Suite 850, Québec, QC, Canada, G1R 2J1
Toll free order line: (800) 463-2686 Phone: (418) 529-9676 Fax: (418) 529-1159

©1992 AdLib MultiMedia. AdLib and AdLib Gold are trademarks of AdLib MultiMedia Inc. Other names are trademarks of their respective owners.

Circle 83 on Reader Service Card.

CONTENTS

14 FIRST IN FLIGHT

by Ed Ferrell

Think you're Top Gun material? For some of the most realistic on-screen experiences you'll find on the home computer, anywhere, anytime, boot up a PC flight sim. Four hot products — Aces of the Pacific, Operation: Fighting Tiger, F-15 Strike Eagle III, and Mantis — take you all the way from the props of WWII to contemporary jet-fighter combat to the star wars of the 21st century.

p. 14

20 BEST OF PCGAMES '92

by Gregg Keizer, Cameron Crotty, Wayne Kawamoto, Bernie Yee, Barry Brenesal, and Peter Olafson

Bigger engines, better graphics, brawnier virtual worlds — this past year produced an embarrassment of entertainment riches. PCGames presents the top products of 1992 in the categories of kids' games, sports titles, strategy games, action/arcade entertainment, flight sims, role play, and hardware and peripherals.

p. 20

34 NO SOLO MIO

by Peter Olafson

Even the most devoted computer gamer misses the sight of another human across the board — or perhaps yearns for a board a hundred miles across. There's a cure for this sad lament — just turn on your modem and check out our survey of on-line multiplayer games.

p. 34

COVER PHOTOGRAPHY • GEORGE HALL / CHECK SIX

Wizardry!

A Fantasy Role-Playing Simulation by D.W. Bradley

CRUSADERS *of the* DARK SAVANT

Welcome to the sequel to Bane of the Cosmic Forge and the only game that could possibly follow its lead. It's everything Bane was...and more.

256 Colors • Outdoor Campaigns • Full Musical Score & Sound Effects • Auto Mapping
True Point & Click Mouse Interface • Unprecedented depth of story

SIR-TECH

Ogdensburg Business Center, Suite 2E, Ogdensburg, New York 13669

To order or for a dealer nearest you call

1-800-447-1230

Circle 61 on Reader Service Card.

CONTENTS

6 EDITOR'S PAGE
"Thumbs Up" by Gregg Keizer

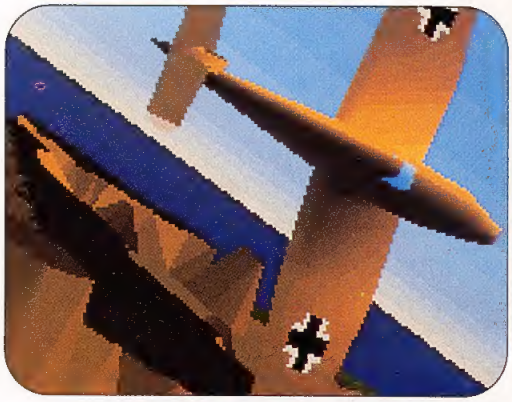
8 THE GAME PRESERVE
by Cameron Crotty

40 SNEAK PEEKS
Stunt Island, Follow the Reader with Mickey Mouse, Treasure Cove!

48 PCG REVIEWS
Might & Magic: Clouds of Xeen, Great Naval Battles of the North Atlantic, Forge of Virtue, King's Quest VI, Legend of Kyrandia, Carl Lewis Challenge vs. Summer Challenge, Lost Files of Sherlock Holmes, John Madden Football II vs. Front Page Sports: Football, Realms, Rex Nebular and the Cosmic Gender Bender, The Summoning, Utopia, Tengen's Arcade Hits, Ragnarok

88 EDITORS' CHOICE
"Killer Copter"
Comanche Maximum Overkill
by Wayne Kawamoto

p. 8

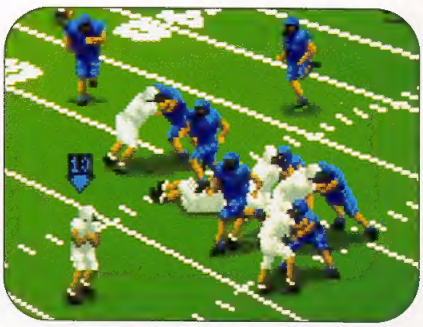


p. 40

PC GAMES EDITORS' Choices

p. 88

p. 62



p. 64

Hole-In-One Miniature Golf *Deluxe!*

From "classic" holes to the bizarre, DigiTek Software's new **HOLE-IN-ONE MINIATURE GOLF *DELUXE*** uses the ease of a special interface (point and click) to provide fun and excitement for all ages (with as many as four players at once!). Incorporating new state of the art graphics and realistic digitized sounds into the five original courses from the best selling **HOLE-IN-ONE MINIATURE GOLF**, and adding three new courses, the *Deluxe Edition* comes complete with a whopping eight (!) 18-hole courses (144 holes). Fight against gravities, magnets, hills and pits on your quest for the best score. **HOLE-IN-ONE MINIATURE GOLF *DELUXE*** will provide hours of fun and entertainment.

DigiTek Software
1916 Twisting Lane
Wesley Chapel, Fl. 33543
Call 800-783-8023

Circle 75 on Reader Service Card.

EDITOR'S PAGE

THUMBS UP

You know what you get when you pick up a copy of *PCGames*. You get a slew of news stories, several intriguing features, half-a-dozen insightful columns, and as many as 20 reliable reviews. You get up-to-date information about the hottest games, the trends to watch, and the software to avoid. Next month, though, you'll get even more.

In the February/March issue, *PCGames*' newest feature — a reviews rating system — will make its début. Each review will carry a numerical rating, making it even easier to uncover the gotta-have and the gotta-pass games for your home PC.

Expressed as a number from 1 to 10 — with the former signifying a dog, the latter perfection — the ratings will show *PCGames*' opinion of a product graphically. No waffling here, no maybes, no hedging. Our reviewers will put their eyes on the screen and numbers on the page in black-and-white.

Given the variety of genres out there, rating games may sound like an impossible task, but it's not. Games may not be spreadsheets (thank goodness!), and comparing a 3-D role-playing experience with a pigskin simulation may not produce more than a handful of similar features, but they fit within the hierarchy of poor to average to great just as well as any other software — or movie or book or play, for that matter. After all, any rating, no matter how complicated it may look, is simply a numerical expression of an opinion — in this case, *PCGames*' opinion and that of its writers and reviewers.

Giving games numbered ratings keeps *us* honest. It shows you clearly what *we* think of a game. And it ensures that you know what's hot and what's not when you walk into the game section of a software store. Ultimately, that's going to save you money and make your game playing even more enjoyable.

As time goes by, these ratings will prove even more valuable, for we'll frequently replay mini-reviews of games already evaluated and reprint their numbers. We'll return to previewed games when they're released, assigning a rating to them as well. It'll be even easier to compare today's flight-simulator hit with yesterday's, or contrast a sequel with its original.

A bit further down the road, we have even more changes planned for *PCGames*. In the spring, *PCGames* will begin highlighting important game categories with focused sections that include a feature, several reviews, and, most importantly, a buyer's guide. That last element, which will list as many games in the category as we can find room for, will be a reliable reference you'll want to keep.

PCGames remains committed to bringing you the most-current, the best-written, and the most-concise information about PC entertainment. Our plans for *PCGames* will make it *the* indispensable games magazine, the publication that makes smart gaming decisions a snap.

— Gregg Keizer, Consulting Editor

PC GAMES
MS-DOS Entertainment

President/Publisher ..... Paul Boulé

Editor in Chief ..... William P. Kennedy
Consulting Editor ..... Gregg Keizer
Executive Editor ..... Eileen T. Terrill
Senior Editor ..... Paul Statt
Senior Editor ..... Cameron Crotty
Associate Editor ..... Carla SlatonBarker
Editorial Assistant ..... Jan Cote

DESIGN

Art Director ..... John Sizing
Editorial Designer ..... Dianne Ritson
DTP/Macintosh Manager ..... Doreen Means

PRODUCTION

Production Director ..... Sue Gross

NATIONAL ADVERTISING OFFICE
80 Elm Street
Peterborough, NH 03458
(800) 441-4403

National Advertising Director ..... Sanford L. Fibish
Eastern Sales Manager ..... Kevin Gasper
Advertising Coordinator ..... Mary Hartwell
Administrative Assistant ..... Lisa Benway-Caron

WESTERN ADVERTISING OFFICE
533 Airport Boulevard
Fourth Floor
Burlingame, CA 94010
(415) 375-7018

Western Sales Manager ..... Giorgio Saluti

CIRCULATION

Director of Operations and Circulation ..... Megan Lane
Single-Copy Sales Director ..... George Clark
(415) 978-3301
Circulation Manager ..... Laurie K. Seamans
Fulfillment Manager ..... Kim E. Smith
Fulfillment Assistant ..... Jill Wood
Customer Service ..... (800) 343-0728

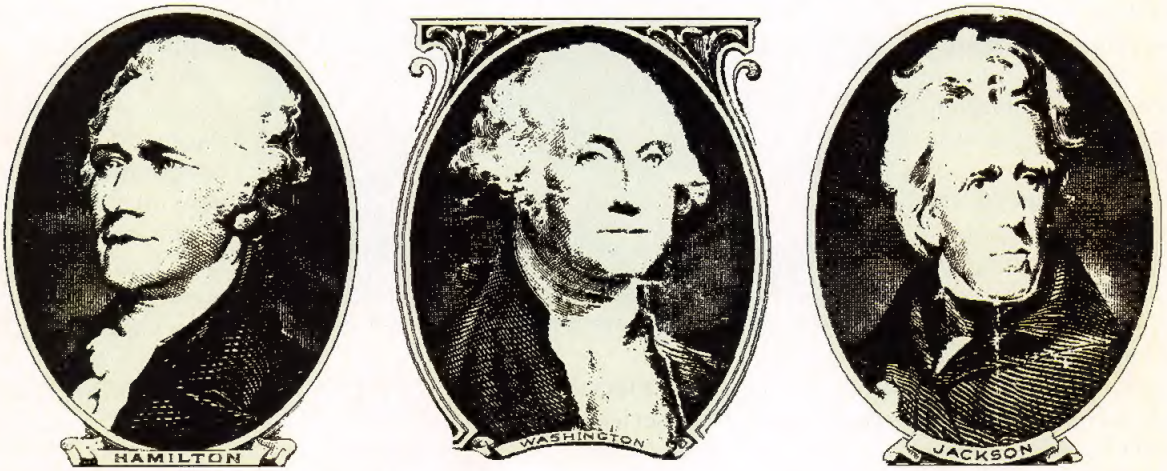
MARKETING SERVICES/PROMOTION

Director of Marketing ..... Peg Brown
Marketing Assistant ..... Rita Rivard

PCGames (ISSN 1042-2943) is a buyer's guide to MS-DOS entertainment software, published eight times each year in January, February/March, April/May, June/July, August/September, October, November, and December by A+ Publishing (a subsidiary of Macworld Communications), 80 Elm Street, Peterborough, NH 03458. Subscription phone (800) 343-0728. Nationally distributed by Warner Publisher Services. Second-class postage paid at Peterborough, New Hampshire, and additional mailing offices. POSTMASTER: Send address changes to PCGames, 80 Elm Street, Peterborough, NH 03458. Editorial and production offices at 80 Elm Street, Peterborough, NH 03458, (603) 924-0100.

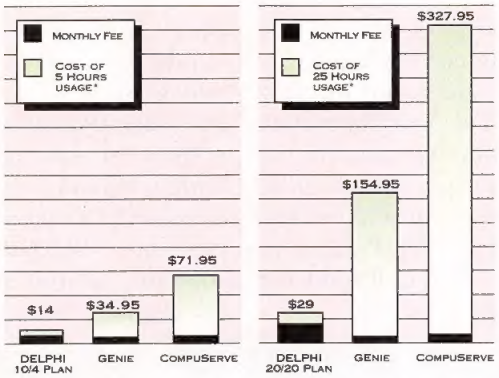
Entire contents of this issue copyright 1992 by A+ Publishing. No part of this publication may be printed or reproduced without written permission from the publisher. PCGames makes every effort to ensure the accuracy of articles published in the magazine and assumes no responsibility for damages as a result of errors or omissions.

If You Use CompuServe or GEnie, You Could Lose Some Very Close Friends.



Compuserve® and GEnie℠ promote "flat rate" membership plans, which are fine if you just want to use basic services. Unfortunately, to get "extra value" on those networks you'll have to pay extra.

At DELPHI, we recognize that interacting with friends is what being online is all about. We believe that you shouldn't have to pay extra to be a part of the DELPHI community. That's why DELPHI's membership plans include access to tens of thousands of downloadable files, "chat" lines with hundreds of participants, exciting multi-player games, computer support, and special interest groups for almost every type of hobby. Of course, there's also news, electronic mail, and all the other basic features you expect from a quality online service.



**Comparison is based on total evening/weekend use in one month of GEnie℠ Value Services and CompuServe® Extended Services at 2400bps. Rates are current as of October 25, 1992. GEnie is a service mark of General Electric Company. CompuServe is a trademark of H&R Block, Inc.*

5 HOUR FREE TRIAL!

DIAL BY MODEM 1-800-365-4636
PRESS RETURN ONCE OR TWICE
AT PASSWORD, ENTER PCG23

DELPHI

A service of General Videotex Corporation
1030 Massachusetts Avenue, Cambridge, MA 02138
Tel 1-800-695-4005

Circle 32 on Reader Service Card.

So join today through this special trial offer and hang on to your close friends Alex, George, and Andy while you make new friends on DELPHI.

TWO GREAT PLANS!

10/4 Plan: $10 per month includes your first 4 hours of use. Additional use is $4 per hour.

20/20 Advantage Plan: $20 per month includes 20 hours of use. Additional time is only $1.80 per hour. This plan has a one-time entry fee of $19. Rates apply for evening and weekend access from within the mainland 48 states. Access during business hours carries a surcharge of $9 per hour for both plans.

TRY US. 5 HOURS FOR FREE!

Join today through this special trial offer and get 5 hours of evening and weekend access for FREE.

THE GAME PRESERVE

ASCIIWARE

ASCII Entertainment Software Inc., in association with Visual Concepts, is now working on **Dominus** ($59.95), a hybrid game synthesizing life simulation, fantasy role play, action, and war strategy.

Dominus challenges the player to command a mighty army in a kingdom under seige, building it from the ground up. Players can custom-create warriors by combining various monsters, ghouls, and other creatures and can also design spells and traps for use against the enemy.

Once tools are created, the game turns into a test of strategy and cunning against invading hordes. Call ASCII Entertainment Software at (415) 570-6200.

Dominus: something for war gamers and role players alike.

FULL SPECTRUM

Following a $4 million funding infusion, Spectrum HoloByte has big plans for 1993. Topping the list is **Chessmeister 5,000,000,001**, developed in collaboration with *National Lampoon*. It wraps *Animal House*-style comedy around a fully functional chess engine.

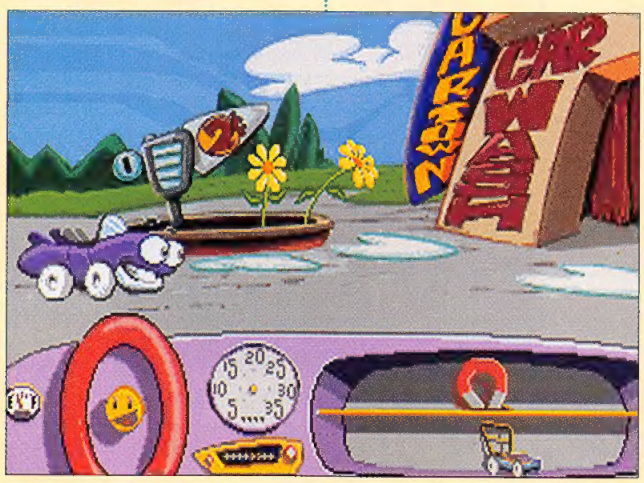
Digital Integration is providing the meat of a new flight simulator based on the British Tornado jet. Due out in early 1993, the sim is expected to be highly detailed and will become part of Spectrum's **Electronic Battlefield** series, allowing it to interact with other EBF titles. **A-10**, the ground-attack piece of the air-warfare puzzle, is due out this coming fall.

A game based on ***Star Trek: The Next Generation*** is still in the works for the second quarter of 1993. Spectrum purchased the licensing from Paramount in late 1991. Call Spectrum at (510) 522-3584.

SEAT OF THE PANTS

Need more turn in your burn? How about a more stable platform for your ThrustMaster controls? **Interface Dynamics** has a system of brackets for ThrustMaster controls designed to increase the realism of PC flight-sim software. Armrest brackets are available for the stick and throttle controls, as well as brackets for rudder pedals and a keyboard. All the hardware is made to work with a wide variety of standard office chairs.

For $9.95 Interface will provide a complete set of working drawings, a list of compatible chairs, instructions on building your own system, and a price list for both kits and assembled brackets. For a limited time, the armrest bracket is available for $59.95 for one or $99.95 for two. Call Interface at (713) 935-2845.



Putt-Putt's interactive adventures combine fun and learning.

HUMONGOUS KIDS

Humongous Entertainment has announced **Putt-Putt Joins the Parade**, the premier title in its new **Junior Adventure** series, challenging 3- to 7-year-old minds with interactive stories that unfold under a child's direction.

Along the way, Putt-Putt must tackle a local car wash, rescue a lost puppy, put out a fire, and more. The package includes digitized sounds and voices, logic puzzles, places to explore, activities, and different outcomes depending on a child's decisions. Also included are the ***Junior Adventurers Handbook*** and **Toolkit**, an educational activity book and a pack of pencils and crayons, respectively.

Putt-Putt Joins the Parade is expected to appear in

SUBSCRIBE NOW!

Written by professional gamers who will keep you in-the-know, *PCGames* delivers . . .

- Sneak Previews
- Playing Tips
- Strategy Hints
- In-depth Articles
- Comparative Reviews
- Compatibility Info
- Hardware Assessments

ORDER TODAY! Keep *PCGames* coming your way for just $19.95! That's over 35% off the newsstand price.

YES! Send me 8 thrilling issues of *PCGames* for just $19.95. I'll save over 35% off the newsstand price!

Name _____

Address _____

City _____ State _____ Zip _____

☐ Payment enclosed (payable to *PCGames*) ☐ Bill me

Charge my: ☐ MasterCard ☐ VISA ☐ American Express ☐ Discover Card

Card # _____ Expire Date _____

Signature _____

All foreign orders must be paid in U.S. funds drawn on a U.S. bank. One-year rates (8 issues): Canada $26.00 (price includes GST/#126038405), Mexico/Foreign Surface $26.00, Foreign Airmail $40.00. Please allow 6–8 weeks for delivery.

431AA

YES! Send me 8 thrilling issues of *PCGames* for just $19.95. I'll save over 35% off the newsstand price!

Name _____

Address _____

City _____ State _____ Zip _____

☐ Payment enclosed (payable to *PCGames*) ☐ Bill me

Charge my: ☐ MasterCard ☐ VISA ☐ American Express ☐ Discover Card

Card # _____ Expire Date _____

Signature _____

All foreign orders must be paid in U.S. funds drawn on a U.S. bank. One-year rates (8 issues): Canada $26.00 (price includes GST/#126038405), Mexico/Foreign Surface $26.00, Foreign Airmail $40.00. Please allow 6–8 weeks for delivery.

431AA

YES! Send me 8 thrilling issues of *PCGames* for just $19.95. I'll save over 35% off the newsstand price!

Name _____

Address _____

City _____ State _____ Zip _____

☐ Payment enclosed (payable to *PCGames*) ☐ Bill me

Charge my: ☐ MasterCard ☐ VISA ☐ American Express ☐ Discover Card

Card # _____ Expire Date _____

Signature _____

All foreign orders must be paid in U.S. funds drawn on a U.S. bank. One-year rates (8 issues): Canada $26.00 (price includes GST/#126038405), Mexico/Foreign Surface $26.00, Foreign Airmail $40.00. Please allow 6–8 weeks for delivery.

431AA

NO POSTAGE
NECESSARY
IF MAILED
IN THE
UNITED STATES

BUSINESS REPLY MAIL
First-Class Mail Permit No. 73 Peterborough, NH 03458

POSTAGE WILL BE PAID BY ADDRESSEE

PCGames Magazine
PO BOX 802
PETERBOROUGH NH 03458-9971

NO POSTAGE
NECESSARY
IF MAILED
IN THE
UNITED STATES

BUSINESS REPLY MAIL
First-Class Mail Permit No. 73 Peterborough, NH 03458

POSTAGE WILL BE PAID BY ADDRESSEE

PCGames Magazine
PO BOX 802
PETERBOROUGH NH 03458-9971

NO POSTAGE
NECESSARY
IF MAILED
IN THE
UNITED STATES

BUSINESS REPLY MAIL
First-Class Mail Permit No. 73 Peterborough, NH 03458

POSTAGE WILL BE PAID BY ADDRESSEE

PCGames Magazine
PO BOX 802
PETERBOROUGH NH 03458-9971

SUBSCRIBE NOW!

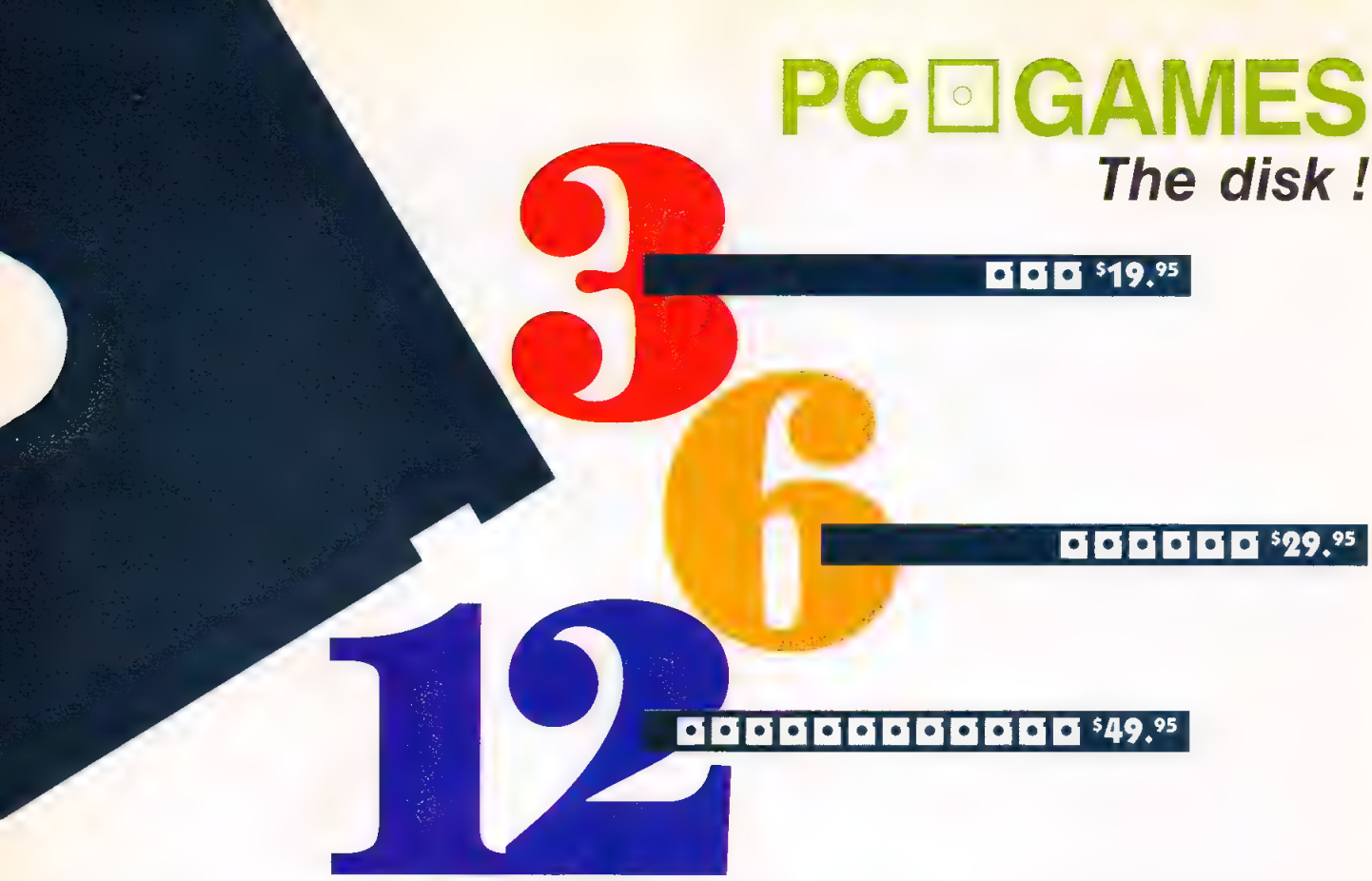
Written by professional gamers who will keep you in-the-know, *PCGames* delivers . . .

- **Sneak Previews**
- **Playing Tips**
- **Strategy Hints**
- **In-depth Articles**
- **Comparative Reviews**
- **Compatibility Info**
- **Hardware Assessments**

Keep *PCGames* coming your way for just $19.95! That's over 35% off the newsstand price.

PC GAMES

The disk !



3 great ways to build a fantastic game library without breaking your budget...

1 PLAY SPADES AND CHECKERS AGAINST YOUR COMPUTER • Card game Concentration • Tennis and Squash • Build your vocabulary with Hangman and Wordsearch • Five-Straight

2 PRACTICE INTERGALACTIC HIGH FINANCE WITH TRADER - BUY ON ONE PLANET, SELL ON ANOTHER • Battleship • Sixteen Puzzle • Towers of Hanoi • Repeat the musical tone sequence

3 KNOCK DOWN THE WIZARD WALL AND RESCUE THE BEAUTIFUL PRINCESS - MULTIPLE LEVELS • Play 3-D Tic-Tac-Toe • Computerized Darts • BINGO • Gather emeralds as you find your way through the Treasure Maze • Strain your brain with puzzles from Mensa ® USA • WORDSEARCH

4 CONTROL ANGLE AND SPEED AS YOU PLAY COMPUTERIZED MINIATURE GOLF • Don your armor, lower your lance, and Joust against Sir Azure • Decipher cryptic license plates with California Challenge • Crazy Ball • Mind Master logic puzzle • More mindbending puzzles from Mensa ® USA • Mini-Golf Wordsearch

5 STAY ON THE ROAD AND AHEAD OF YOUR OPPONENTS IN EXCITING BIKE RACE • Play ancient Japanese strategy game against a friend or the computer • DOMINO PUZZLE • SPECIAL DAYS demo - event from days gone by • More Mensa ® USA puzzles

6 VICIOUS KILLER WORMS ARE TAKING OVER YOUR LAWN! • EMERGENCY MISSION • Match wits with your computer in a new strategy game • JIGSAW PUZZLES • More mind bogglers from Mensa ®

7 FIND YOUR WAY THROUGH THE LABYRINTH OF DOOM • SCRAMBLE • FIRE AND ICE • QUOTABLES • More Mensa ® USA

8 ENJOY ANCIENT, ENTERTAINING BOARD GAME NINE MEN'S MORRIS • ACES HIGH • TANGRAMS • CONNECT THE DOTS • PICK-A-PEG • Mensa ® Puzzles

9 HOP Q-WABBIT TO SAFETY - FAST MOVING ARCADE GAME • PACHISI • Ancient mariners' dice game Shut the Box • Solitaire-type game Pharaoh's Pyramid • WORDFALL

10 TV TRIVIA • BACKGAMMON • DOMINOES • GIN RUMMY • PUZZLES • WORDSEARCH • QUATRIS Arcade type game

11 ROULET • SLOTS • CRAPS • KENO • BLACKJACK • MENSA ® • PUZZLES • GAMBLING WORDSEARCH

12 ***BEST OF THE 80'S*** • SPADES • S.O.S.-a word game • MICROPUTT - miniature golf • BINDOG • CONQUER (Othello) • WORDSEARCH

---

3 FOR $19.95 ☐ ☐ ☐

6 FOR $29.95 ☐ ☐ ☐ ☐ ☐ ☐

12 FOR $49.95 ☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐

INDICATE YOUR SELECTIONS BY NUMBER IN THE BOXES PROVIDED.

5 1/4" DISK ONLY

PC GAMES

333 Texas Street, Suite 2376
Shreveport, LA 71101-5304

318 / 222-8088

CREDIT CARD ORDERS ONLY

PCGames and *PC Games* the entertainment disk are two great products from two separate companies, both dedicated to bringing you the best in entertainment software.

early 1993 at a retail price of $49.95. An enhanced CD-ROM version weighing in at more thas 30 megabytes will ship at about the same time for $69.95. Call Humongous Entertainment at (206) 487-0505.

SKATES AND STEEL

Bethesda Softworks takes on the present and the future with the release of **Wayne Gretzky Hockey 3** ($59.95) and **The Terminator 2029** ($69.95).

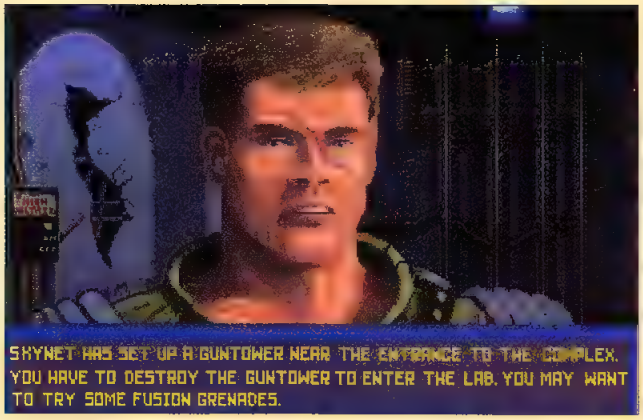
The newest version of Gretzky includes a 3-D style three-quarter view, more sound effects and music, improved graphics, video goal and fight sequences, and improved game intelligence as well.

Terminator 2029 pits you and your Advanced Combat Armor against the automated hordes of SkyNet. The game combines arcade action with role-play-style sequences and offers 19 missions. Call Bethesda at (301) 926-8300.

NEW WORLDS

Not content with things Macintosh, Delta Tao Inc. is working on a Windows version of **Spaceward Ho!** for New World Computing.

Marked by irreverent graphics and a lighthearted attitude, Spaceward Ho! ($59.95) pits players against up to 20 human or computer opponents on one machine or across a network in a game of galactic development. The object is to conquer the galaxy using both military and economic strategies. New World Computing is also working on **Empire Deluxe** ($59.95), an upgrade to the original title that will include player-controlled map size and shape, network and modem capability, up to 800-by-600 SVGA support, and advanced AI. Call New World Computing at (818) 593-3455.


SKYNET HAS SET UP A GUNTOWER NEAR THE ENTRANCE TO THE COMPLEX. YOU HAVE TO DESTROY THE GUNTOWER TO ENTER THE LAB. YOU MAY WANT TO TRY SOME FUSION GRENADES.

The future belongs to Bethesda's Terminator.

MICROLEAGUE MOVES

MicroLeague Interactive Software has announced its expansion into non-sports programs with three new projects.

Laser Squad is a fast-paced tactical war game that pits the player against a rival Commando or the computer. Laser Squad is the first in a series of action games to be marketed in the U.S. by MicroLeague as a result of a recent alliance with Krisalis Software, Ltd., a British developer of computer-based adventure games.

Set in a futuristic environment, Laser Squad challenges combatants with five different scenarios, offering options in strategy, weapons, armor, and budgeting as they execute one of five assignments. Laser Squad is currently available at a list price of $59.95.

Ultimate Cards ($39.95) offers the chance to play any of 12 computer opponents in games of whist, spades, crazy 8s, hearts, gin rummy, or oh hell. The package includes digitized voices, hand replay, card resorting, cheat modes, and a computer adviser for help in tough spots.

Revelation ($29.95) is a game in which prizes are obtained by cracking safes. Each screen represents a vault's locking mechanisms, and the tumblers must be aligned properly to gain access to the jewels and cash within. The faster you crack the safe, the more time available to collect the loot. Taking too long brings on the police, a likely result with more than 80 levels of increasingly difficulty, plus bonus levels. Call MicroLeague at (708) 291-1616.

WILLIAM "POTATOE" FIGUEROA NAT'L WORDTRIS SPOKESPERSON

Spectrum Holobyte has named William Figueroa — the 12-year-old who made "potato" synonymous with Dan Quayle — as the National Spokesperson for Wordtris. Last June, Figueroa captured the nation's attention after he corrected the Vice-President on the proper spelling of the word potato. Since then, Figueroa has appeared in local and national media, including a guest spot on David Letterman's TV show. — C.C.

INSTANT MULTIMEDIA: JUST ADD WATER

In an effort to simplify the piecemeal approach to upgrading to a multimedia system, Media Vision has launched the first two products in its new *Fusion* line of multimedia equipment.

The **Fusion CD** and **Fusion CD 16** kits attach to a 386SX or faster PC-compatible computer, adding a sound card, speakers, and a CD-ROM drive. The Fusion CD card is Media Vision's Pro Audio-Spectrum Plus, offering 8-bit stereo sound and MPC compatibility. The Fusion CD 16 ships with a Media Vision Pro Audio-Spectrum 16 sound card, for 16-bit stereo sound and MPC compatibility.

The speakers for both systems are from Labtech; the CD-ROM drives are manufactured by NEC for the external Fusion CD, and Sony for the internal Fusion CD 16.

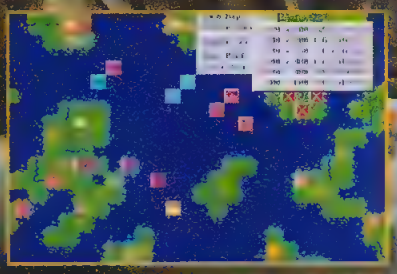
The kits also include four applications: Where In the World Is Carmen Sandiego?, Compton's Family Encyclopedia with Atlas and Dictionary, Wing Commander

EMPIRE™ Deluxe

The Modern Version Of The Award Winning Classic

- An Addictive Strategy War Game
- Network and Modem Compatible
- Super VGA Graphics
- Advanced Scenario Editor
- Superior Computer A.I.
- Digitized Sound Effects
- Various Difficulty Settings
- Completely Re-Playable

By Mark Baldwin and Bob Rakosky



AVAILABLE AT YOUR LOCAL SOFTWARE RETAILER OR DIRECT FROM NEW WORLD AT 1-800-325-8898
(OR 1-818-999-0607 outside U.S.) P.O. BOX [illegible] HOLLYWOOD, CALIFORNIA 90078-4302)

©1992 New World Computing, Inc. and Three Wolf Productions. Empire Deluxe is a trademark of New World Computing, Inc.
New World Computing is a registered trademark of New World Computing, Inc.
EW screens shown. Actual screens may vary.

NEW WORLD COMPUTING

Circle 12 on Reader Service Card.

II with Speech Accessory Pack, and Media Vision's Pro AudioSpectrum mixer for DOS and Windows. Suggested retail prices will probably be higher, but the Fusion CD is expected to hit the streets at around $500, while the CD 16 will come in at $699.

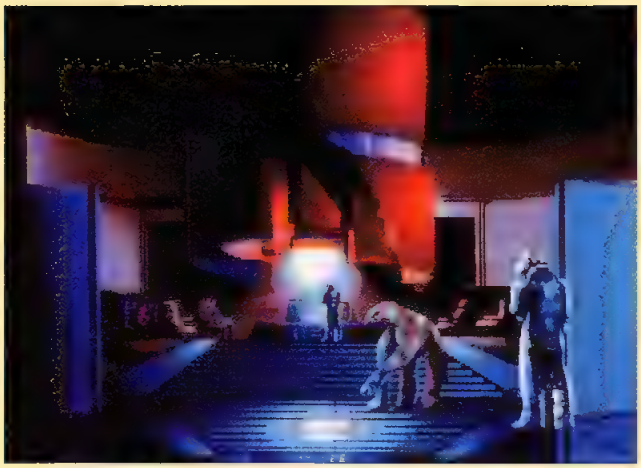
To get more new users up and running, Media Vision has also announced **QuickStart**, a program that simplifies Fusion multimedia installation, without requiring detailed knowledge of interrupts or DMA channels. QuickStart will be shipped as part of the Fusion bundles. Call Media Vision at (510) 770-8600.

ELECTIONEERING

The presidential elections may be over, but Cineplay Interactive's new title, **Power Politics** ($49.95), may have players rewriting history for the next four years.

Players set up elections using either pre-made candidates like Bill Clinton, George Bush, Ross Perot, Richard Nixon, and JFK, or completely new ones. Candidates have strengths and weaknesses in speaking, experience, charisma, media use, organization, and other categories, plus rankings on key issues from ultraconservative to ultraliberal.

All candidates live out their campaigns on a backdrop of U.S. demographic data that simulates voting trends in major cities. Players can make speeches, buy network advertising, stage fund raisers, dig up dirt, and engage in negative campaigning. Call Cineplay at (503) 223-4449.



Fight for control of the galaxy in Cyber Race.

FUTURE PERFECT

Cyberdreams is working with industrial designer Syd Mead (best known for his work on the film *Blade Runner*) to produce **Cyber Race** ($69.95), a futuristic racing simulation. Players assume the role of a driver representing Earth against the alien Kalidasa in a battle for control of the galaxy. The heart of the game is the race series, but in between players interact with other characters to purchase weapons, make secret deals, get confidential information, have romances, and sabotage competitors.

Cyber Race sports nine levels, 46 between-race scenarios, and 11 endings. The package is expected to arrive on shelves in early 1993. Call Cyberdreams at (818) 348-3711.

JUNIOR-HIGH-SCHOOLERS DESIGN THE FUTURE

What will the metropolis of the 21st century look like? National Engineers Week and MathCounts are co-sponsoring a FUTURE CITY COMPETITION in which seventh- and eighth-grade students from five areas across America will use a special version of SimCity to create a simulated community. Regional contests have already taken place in Atlanta, Chicago, Dallas, Los Angeles, and the District of Columbia. Finals will take place February 16 through 18 in Washington, D.C. The student winning the national competition will receive a $1000 grant to be used in his or her school's math and science programs. Entries are evaluated on design, creativity, and presentation.

"Students will be asked to design a city of the year 2010," says Kenneth T. Derr, honorary chairman of National Engineers Week and CEO of Chevron Corporation. "They will plan the residential and commercial areas, roads, power plants, and city services. We want their imagination to be their guide." Derr adds that the goal of the contest is to create a city that is energy efficient, environmentally sound, cost efficient, and people oriented.

For more information, contact Carol Rieg, Future City Competition, 1828 L Street N.W., Suite 1202, Washington, D.C. 20036. — C.C.

LIVING IN THE PAST

Koei is working on a new strategy game focusing on the American Revolution. **Liberty or Death** ($59.95) will let players either fight on the side of the colonists for freedom or ally themselves with the British to preserve the Empire. Players will have to obtain funds to back up their generals and supply troops, build forts, forge weapons, and gather wartime supplies.

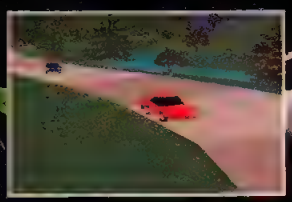
Battlefield tactics include ambushes and night raids. Celebratory parades can boost morale, but insurgents and deserters are always dangerous. The future of the new world is in your hands. Call Koei at (415) 348-0200.

HUNT AND PECK

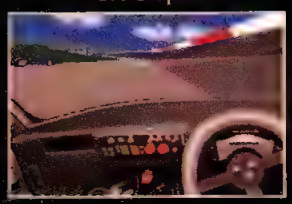
Sim pilots weary of searching for control keys at crucial moments will appreciate Keyboard Commander's **Premium Templates** ($11.95) — color-coded templates for 12 popular flight sims (more to be added) that list key commands as well as symbols for threat indicators, CRT displays, or any instrumentation that uses symbols.

Colors are uniform across all templates, affording easy recognition of keys with similar functions. For purchases of four or more, the price is discounted to $9.25 each. Call Keyboard at (305) 389-4282. ❑

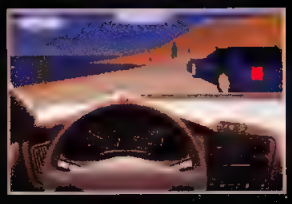
GO AHEAD. INDULGE YOURSELF.



400 Line Hi-res 256 Color VGA Graphics



2 Player head-to-head play via modem or network



ELECTRONIC ARTS

Now's your chance to test drive ten of the world's sleekest, fastest exoticars on ten of America's most breathtaking highways and race courses. You choose: will it be the Porsche 959, Ferrari F40, Corvette ZR1, Lotus Esprit Turbo, Eagle Talon, Toyota MR2, 1957 Ferrari Testarossa, Mercedes C11 prototype racer, Shelby Cobra, or Lamborghini Countach?

You can't even afford the insurance on some of these cars. We're offering you the keys and unlimited mileage.

To order: Visit your local retailer or call 1 (800) 245-4525 anytime. Car and Driver is available for IBM and compatibles for $59.95.

IBM screens. IBM is a registered trademark of International Business Machines Corp. By Lerner Research. Car and Driver is a registered trademark of Hachette Magazines Inc., used under license by Electronic Arts. The trademark of the respective products are the products of their respective corporate owners, all of which have no affiliation with Electronic Arts. This product is not endorsed or sponsored by any of the respective automobile manufacturers.

Circle 60 on Reader Service Card.

Think you're Top Gun material? For some of the most realistic on-screen experiences you'll find on the home computer, anywhere, anytime, boot up a PC flight sim.

No military man cuts a more dashing figure than the ace. From the leather-jacketed prop jockey of World War II to the Mach 3 techno-flier of Desert Storm, the combat pilot has been celebrated in fact, fiction, and film. Four new PC simulations join the chorus. Each sings a bit of a different song, but the refrain's the same: The ace is aces.

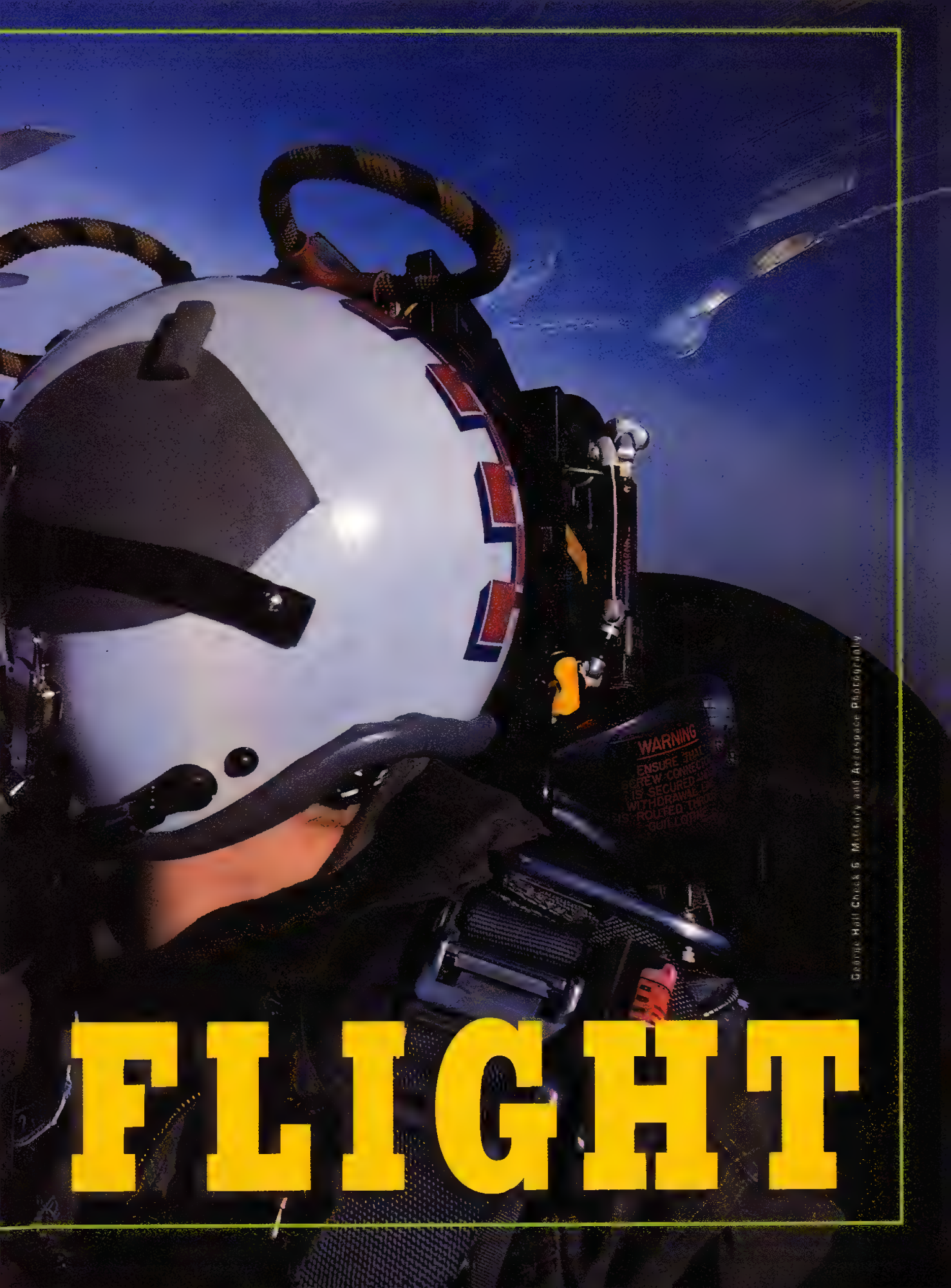
These four simulations cut a wide swath across history — from the crucial role played by now-ancient aircraft in the wilds of the Pacific to the projection of possible interplanetary spacecraft locked in battle with alien invaders. Solid looks at contemporary jet fighters and theaters of war round out our quartet of top-notch Top Gun simulators. Each one takes its subject seriously. And whether historical, contemporary, or futuristic, each tests your desk-bound flying skills, each demands as much computer as you can bring to the party.

F4 + ZERO = ACTION

Banking off Red Baron, its hit World War I sim, Dynamix has tuned up the time machine to let you earn your WWII wings in ACES OF THE PACIFIC. In this one you'll fly everything from a Zero-hunting Corsair to an Aichi-99 Japanese dive bomber. Fluff up your chair cushion — this is real seat-of-the-pants PC flying.

As in Red Baron, the thrill and skill of prop fighters fill the screen. This great-looking VGA game sucks up 610K of free conventional memory, and 2 megabytes of memory altogether, but it's worth it: Aces' external view of a squadron of beautiful blue U.S. Navy Hellcats in formation is worth the computer power it takes to make them fly.

FIRST IN



FLIGHT

George Hall Check 6 Military and Aerospace Photography

Crashes look spectacular, too, and unless you want to be in one, a couple of training missions are in order. These simple missions help you learn the basics of flight. In the aerial gunnery practice, drone aircraft fly a constant pattern so that you can hone your deflection shooting. No heat-seeking anything in this era — you must lead your target and aim your bullets where the bandit *will* be, not where it is.

Wildcats and Dauntlesses, Zeros and Judys are some of the 25 planes waiting for you. Aces' historically correct context places each aircraft in the game according to the actual production schedule. When your campaign includes missions from the early years of the war, be extra cautious flying for the Allies. Until you have Hellcats or Corsairs, you're no match for a Zero, even if you *are* an ace.

The planes don't just look different, either. The SB2C Helldiver was slow and ungainly and so flies that way here. Fly a Dauntless dive bomber when you want a stable aircraft with responsive controls. Take a nimble Hellcat up for easy maneuverability.

Flight models range from novice to expert, letting you fly missions as you gain control of the aircraft. A wide range of single missions includes anti-shipping strikes, bomber escorts, and scrambles to repel enemy fighters.

When you're ready to take on a career, you'll live the life of a pilot. Joining an active air group, you'll fight in a series of campaigns, each with unique challenges and strategies. After completing a campaign, you can choose to join another air group or retire. Remember, it takes five kills to become an ace, but only one mistake to become a victim. Bailing out doesn't necessarily save you, either. If you're not KIA, you stand a good chance of being injured. Landing in enemy territory puts you behind POW barbed wire.

Aces supports keyboards and joysticks, and controls make sense from either interface. No fly-by-wire cockpits here. You must perform rolls, skids, and wing-overs by manipulating your ailerons, elevators, and rudder. The image of the romantic ace fades a little as it becomes obvious how much work is involved just to keep these crates aloft.

Great documentation is peppered with authentic photographs, many from the Smithsonian's Air & Space Museum in Washington. A 25-page color section that highlights the aircraft is as good as many coffee-table books on the subject. With historical anecdotes and cartoons, Dynamix instills some of the spirit of the war.

Aces creates a rich and detailed environment. Thorough research is evident in all aspects of its realistic game play. Even without goggles and scarf, I felt like "Pappy" Boyinton leading the Black Sheep Squadron.

FALCON 3.0, TAKE TWO

Even today's top guns can appreciate Lt. David McCampbell's nine confirmed kills on a single WWII mission. And there's no doubt McCampbell and his peers would applaud our Desert Storm pilots' air superiority, though they wouldn't understand the modern jet's ordnance or guidance system. For all their flight prowess, they'd simply be in awe of a heads-up display.

Great VGA images make Aces of the Pacific soar.

Cruising at speeds that would rip off a Hellcat's flaps, the F-16 Fighting Falcon is the fighter of choice for the United States, Israel, and several other countries. And Falcon 3.0 from Spectrum HoloByte is the flight sim of choice for many PC game players. **Operation: Fighting Tiger** is the game's new add-on title, with more scenarios, sounds, and terrain color, plus a chance to fly the FSX, a highly modified version of the F-16 under development by General Dynamics and Mitsubishi. A good simulation mocks reality, and Spectrum's time spent working on military training simulators shows here. This version may have been designed for desktop PCs, but as Falcon 3.0's popularity will attest, this simulator takes no prisoners on any platform.

In *Campaign* mode, Fighting Tiger requires more than flying skills. You're the flight commander, giving orders to the other planes in your group. It takes time to develop this skill, as the planes do exactly what you've ordered them to do. If you take your group in low, and forget to account for those anti-aircraft batteries, the pilots will follow your orders and stay low, with possibly horrific effects. You control your wingman with new commands that include tightening up or spreading out the formation, or sending the whole flight home.

The three scenarios included in Fighting Tiger drop in some new geography: the Kurile Islands (between Russia and Japan), Korea, and Kashmir. More than just a bunch of new scenarios, though, Fighting Tiger updates other aspects of the program. It's not all blue skies; new weather features include the possibility of flying a mission on an overcast day.

In all theaters, the last sortie of the day has been pushed back to 11:00 p.m., which forces you to master instrument flying. Improved digitized sounds and new radio messages punch up the action, and more-detailed debriefing explains why you failed a mission.

Operation: Fighting Tiger brings more realism to Falcon 3.0.

Mantis: a flight sim with an out-of-this-world twist.

The new scenarios also incorporate color changes for sky and terrain. This is especially evident in the Kashmir scenario, which calls for you to pilot your warbird in the mountain valleys near the Himalayas. When returning home, Fighting Tiger puts your best interests up front by adding a series of *Visual Approach Slope Indicator* lights at the head of the airstrip. Align these lights, and you can correct your approach angle without taking your eyes from the nose of your aircraft.

Game improvements aside, Fighting Tiger serves up new conflicts grounded firmly in current tensions. The second Korean war is fought much like the first, but with modern aircraft. In the Kashmir campaign, you'll lead a small force of Pakistani F-16s against an Indian enemy. Here, your mission is mostly defensive — establish air superiority, destroy Indian radar and surface-to-air missile installations, and protect Pakistan's rear.

In the campaign for the Kurile Islands, the U.S. gets the call for some limited support. Restricted by peacetime rules of engagement, you'll have to fly cautiously until full-scale war breaks out. Once it does, you'll be piloting the FSX version of the F-16. Positive-pressure G-suits reduce the danger of redouts and blackouts suffered when turning at high *g*s. The plane has a larger fuel capacity, and you can fire the Harpoon, an air-to-ship missile that makes the FSX a mighty bird of prey.

It's good to see Spectrum HoloByte support its popular simulator with three new scenarios, a welcome addition to Falcon 3.0. Desktop flight commanders won't be disappointed.

SQUASH A FEW BUGS

Paragon sees the future of aerial combat a bit differently. **Mantis** is a flight simulator that's literally out of this world. Heavy on atmosphere, Mantis puts you in the cockpit of an experimental XF5700 spaceship, where you'll fight the Sirian invasion.

In 2094, the Sirians (insect-like creatures that breed within the human body), looking for a tolerable planet, invade Earth. Nearly destroyed, Earth's remnants band together to fight this outer-space menace. Borrowing some from the movie *Alien* and some from the computer game Wing Commander II, Mantis requires fancy flying, within a rich role-playing context.

You're cast as Viper, a top pilot for F.O.E. (Fist of Earth). Engaged to a woman named Heidi, you've put off the wedding plans until the Sirians are defeated. Operating from Solbase, you need heavy training before tackling these futuristic enemies.

Enough with the story already — ultimately this game is about flying. If you've become an ace in some other flight sim, great. All you have to do is forget everything you know. With no atmosphere, you'll never need your ailerons, and to protect your six, you'll first have to figure out where it is.

Your Mantis ship performs according to the physics of space flight. There's no stopping on a dime in space, and you don't always look in the direction of your ship's movement. The challenge is to point your craft in the direction you'd like to go and fire thrusters. To slow down, you must turn the Mantis around, then hit the thrusters again.

Thank goodness fighter-craft technology must have continued to emphasize computer-assisted flight, because Mantis offers lots of help. Using the navigation control to select your target, you can assign the computer the task of closing in. For the first training missions, that's a must. Target locking is possible when you've closed within range of your weapons, whether that's the mass cannon or any of a number of missiles (including nuclear and pseudo-stellar). The heavily armed Mantis also provides data-gathering probes and proximity mines.

It's difficult to fly the Mantis, even with extensive computer-assisted modes. While there's something familiar about even the fastest supersonic jets, the Mantis' controls seem counter-intuitive at first. Of all the games here, Mantis requires the most training time.

Sirian attack vessels include Wasps, Hornets, and Dragonflies. (Maybe there's an entomologist at Paragon.) Early missions have you cleaning out areas of Sirian drones, so you can hone your skills before tackling those futuristic insect ships.

Fail a mission in Mantis and you're unceremoniously tossed out of the academy. But if you win, you'll be invited out for a few cold ones with the boys. Lots of great screens carry this story line along as you progress

from cadet to galaxy commander. Mantis is heavily male-oriented; the only woman is Heidi, and she's Viper's "prize" if the Sirians are defeated. Don't look for minorities in Mantis, either. (They obviously haven't survived the alien attack.)

SLEW YOUR TEWS

When you're through with flights of fancy or just get tired of shooting down bugs, let MicroProse put you in the cockpit of the fastest, most-heavily armed, most-expensive fighter in the world — the F-15 Strike Eagle.

In **F-15 Strike Eagle III**, you start your day in the hangar and briefing room, where you'll arm your bird and select a battle theater. You should take time to train, but if you can't wait, the simulation's *Quick Start* puts you in the cockpit of a flying Eagle.

How can so much computerization make things more difficult? The Eagle is equipped with all the radar and targeting electronics available, and even knowing the monitors takes lots of practice. This accurate but complex simulation forces you to familiarize yourself with everything from fighter-jock terminology (*SLEW, TEWS, IFF,* and *FRAG CUES*) to ordnance, as you're responsible for arming the aircraft for each mission.

With its afterburners on, the F-15 supposedly flies at the speed of heat. But even with bogeys and bandits in the area, it's not the only heat you'll feel. Whatever you do, don't ignore the Tactical Electronic Warfare System (TEWS), which is sensitive to radar emissions directed at your aircraft. This crucial piece of equipment lets you know if a SAM has you in its sights. How you react here determines whether you're a casualty or you live to fight another day. Electronic radar jammers are available, but they announce your presence to the enemy. In fact, many defensive options are available only as tradeoffs. They may help you spot danger early, but they also give away your position.

Feel the heat in F-15 Strike Eagle III.

Even though this array of unfeeling electronic circuitry provides protection for your Eagle, ultimately you'll have to rely on sound combat-pilot strategies to win any dogfights. Jousting above the clouds in an F-15 requires heads-up use of the heads-up display, and feather-touch control of this Mach 2.5 aircraft.

Demanding all the computer you can summon, you may have to create a boot disk for this game to ensure you have all the RAM needed to play. And once you're in the air, it may pay to fly a few missions from the back seat. As the weapons officer, you can leave the flying to the pilot — just concentrate on your multipurpose displays, search for targets, and launch ordnance.

This simulation's good-looking. Whether you're patrolling the locks of the Panama Canal or the oil fields of the Middle East, there's a lot to take in. It won't take many missions before you gain new respect for the real jet jockeys out there.

PCS MAKE YOU BELIEVE

Even the crude graphics and simple challenges of the genre's earliest games were exciting enough to make Flight Simulator and its competitors some of the most popular titles of their time. But today it's even better — now the power of the PC eliminates the bogus landscapes of geometric figures that early flight-sim fliers faced. And each of these simulations provides plenty of options for improving your combat-flying abilities.

How long can the romantic figure of the ace continue? Some say it's already on the decline. But for now we'll depend on Top Guns for our air defense — and on PC flight simulators like these for some of the most-realistic on-screen experiences you'll find on the home computer, anywhere, anytime. ❑

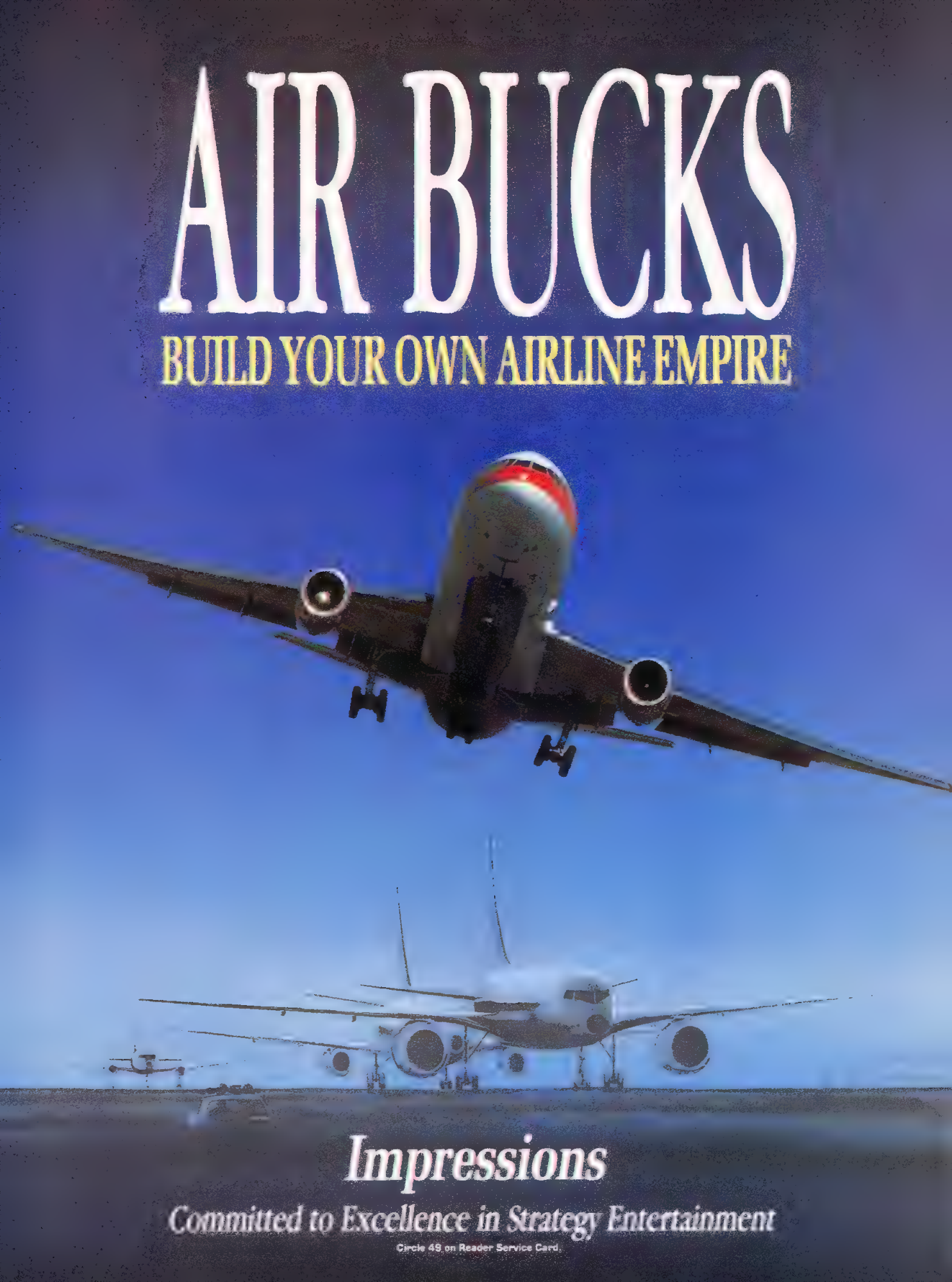
PRODUCT INFORMATION

Aces of the Pacific
Dynamix
99 West 10th St., Suite 224
Eugene, OR 97401
(503) 343-0772
$69.95
1MB, DOS 5.0, VGA
supports AdLib, Roland, Sound Blaster, Thunderboard
supports keyboard, joystick

F-15 Strike Eagle III
MicroProse Software
180 Lakefront Drive
Hunt Valley, MD 21030
(410) 771-0440
$79.95
640K, VGA, requires hard disk
supports AdLib, Covox, Sound Blaster, Tandy, IBM sound
mouse or joystick recommeded

Mantis
Paragon/MicroProse
180 Lakefront Drive
Hunt Valley, MD 21030
(301) 771-1151
$69.95
640K, 12MHz, DOS 2.11, VGA/MCGA
supports AdLib, Roland, Sound Blaster/SB Pro, Covox
mouse or joystick recommended

Operation: Fighting Tiger
Spectrum HoloByte
2061 Challenger Drive
Alameda, CA 94501
(800) 695-4263
$39.95
1MB, 12MHz, DOS 5.0, VGA
requires hard disk
requires Falcon 3.0
mouse or joystick optional


AIR BUCKS
BUILD YOUR OWN AIRLINE EMPIRE
Impressions
Committed to Excellence in Strategy Entertainment
Circle 49 on Reader Service Card.

BEST OF PCGAMES '92

An embarrassment of riches — that's the best way to describe 1992. Picking this, our first annual "Best of *PCGames*," wasn't easy, not in a year that saw bigger games, better graphics, and brawnier virtual worlds. Over the last 12 months, role-playing games got personal, flight simulators got more realistic, sports games got visual, and war games got simpler to play. Throughout it all, PC hardware prices kept falling like a runaway elevator. A year ago the 80386 was King of Microprocessors; now it's been shoved back by affordable machines based on the faster, more-powerful 486. Designers took heed, and this year began to push ever-more-complicated PC entertainment.

Next year promises to be even better: more multimedia worlds to explore, more CD titles on the shelves, more kids' games that entertain as they educate. Flight simulators that soar higher and over more-realistic terrain, role-playing games that drag you into an interactive environment, games that demand a 486 with lots of memory and even larger hard-disk drives.

We assembled our resident group of experts — the magazine's columnists and regular writers — and asked them to select the games in their specialty areas that best demonstrate excellence in electronic entertainment. Their picks — our Best of *PCGames* 1992 — are the must-have products of the last dozen months. If you're going to squeeze any more titles onto your hard disk, these are the ones to grab.

Our Honorable Mentions are those products that came close — in some cases, *very* close — to matching the top titles. They're the games and PC peripherals that should be on your short list when you go game shopping.

And the vast unnamed pool of 1992's games? All we can say is, better luck next year. Until then, enjoy the best of the bunch.

KIDS

ZOOKEEPER

from Davidson & Associates

Take a setting instantly familiar to every kid, leaven it with some attention to endangered species, splash on heavy doses of gaming, and you've got ZooKeeper, a terrific way to spend a day at the zoo without wearing out your walking shoes.

This Davidson "edutainment" title casts kids as caretakers cleaning up after a bunch of troublemakers who like to trash animals' habitats. Following clues, children track down the troublemakers, return the enclosures to their pristine condition, and then, if all goes well, release an endangered creature back into the wild. Along the way, kids learn bits and pieces of animal lore, such as favorite foods and preferred climate.

The chase is secondary, though, to the fun way kids simply play with ZooKeeper. They can wander from place to place if they want, peeking in at creatures not found in any zoo, like the dodo bird or a pod of whales.

Although Davidson is most widely known as a maker of drier drill-and-practice software, this entry into less-structured PC education succeeds in large part because of its delightful sounds and impressive photo-style images.

ZooKeeper: Cartoon-style images mesh with digitized backgrounds.

Kids can listen to each animal's distinctive call, and even peer through binoculars for a real up-close-and-personal view of the 51 creatures.

ZooKeeper may not be perfect, but it's one fun trip to the electronic zoo. And if nothing else, this game's a great taste of the kind of entertaining education that an all-digital future promises.

Honorable Mention

Time Riders in American History

from The Learning Company

Geography games have been done to death. History, though, holds enough potential that it's unlikely to ever be exhausted.

One kids' game that will cut down on the don't-know-nothin'-'bout-history blues is Time Riders in American History, a game of historical search and seizure. Excellent throughout, Time Riders' only real failing — and a major reason why it's only an Honorable Mention — is that kids never get to see the past.

But they *do* get to chase a criminal. Dr. Dread's using a purloined satellite to beam out-of-whack history to the globe, in many cases claiming his ancestors were famous people from the past. Kids have to set the historical record straight.

And they have lots of tools to command, from a time machine and time-riding robot to a biographical database and geographical locator. Using all these gizmos, children find the right place and the right era, then zap their feline machine KAT back into time for a look-see.

Filled with a couple thousand historical factoids and more than 100 historical characters, Time Riders takes kids on a fun-filled chase. It's too bad it doesn't take them back in time, too.

Honorable Mention

Science Adventure

from Knowledge Adventure

Multimedia doesn't necessarily mean CD-ROM. Science Adventure, a multimedia tapestry of scientific lore and personalities, is the perfect example.

Heavy on the icons, Science Adventure trusts kids to explore. Click on any picture, for instance, and the software transports you to that topic. Sound adds to the experience, too — you get to hear snippets of speech and some neat sound effects.

Adapted from Isaac Asimov's *Chronology of Science and Discovery*, Science Adventure encapsulates several important topics — *Technology* and *Ecology* are just two of many — in a colorful format filled with VGA screens and photographic-style images.

If you can buy only one science-related title for your home PC this year, get Science Adventure.

— Gregg Keizer, Consulting Editor

ROLE PLAY

CRUSADERS OF THE DARK SAVANT

from Sir-Tech Software

This year's best role-playing game may be some 13 months late, but it's worth the wait.

Crusaders of the Dark Savant, sequel to the critically acclaimed Bane of the Cosmic Forge, sets you adrift in a world teeming with activity. With a fascinating and involving plot — not just another "kill the evil lord" story — Crusaders shows its designer's experience in mastering the intrigue of role-playing.

Meaningful non-player character (NPC) interaction abounds in this game, for those folks rush toward certain goals just like the ones you control. And there's a huge variety of weapons and loot for Crusaders to pick from, as well.

Crusaders provides continuity, too — and not just in story line; you can import characters from Bane, even start at different places, depending on what ending you reached in the "prequel."

Graphics images are the now-standard 256-color VGA, the mouse interface is good, and there's lots of combat. But it's the puzzles, the non-player characters, and the game's immense world that will keep you glued to Crusaders for months into the new year.

Crusaders: Beyond the exquisite display, a big, rich world awaits.

Honorable Mention

Darklands

from MicroProse

Darklands is the first role-playing title in ages to give gamers a new way of operating, one not based on Dungeons & Dragons or Lord of the Rings.

Those may be important influences, but almost every game seems to derive its world and its game mechanics from D&D or Tolkien. Darklands' designers did something new and a bit bold — they placed their fantasy setting in medieval Germany, a place of legend and history, where dragons and Satan's minions actually exist as they were believed to exist.

Darklands is fascinating, even from a historical viewpoint. MicroProse did an especially fine job with things arcane by implementing magic in the form of alchemy and even religion. Here magic is mysterious and capricious, as your party tries to gather the necessary rare ingredients for potions and saintly intervention for divine favor.

Still, Darklands didn't win *PCGames*' Best Quest of '92. Although its world seems (and is) huge, it also seems artificial; too often, Darklands feels as though you're doing some of the same things over and over again. Even so, this is one heroic tale.

Honorable Mention

Ultima Underworld

from Origin Systems

Origin's Ultima Underworld began life in the shadow of Ultima VII, the company's flagship title, but it's Underworld that makes the grade, not its big brother.

It's true that Underworld's game design isn't anything special, and its plot is embarrassingly thin, but its three-dimensional, first-person-perspective graphics images make up for all that, and more.

This is the game we'll all look back at and mark as the beginning of real 3-D dungeon crawling. Instead of wall sets and players making 90-degree turns, Underworld lets you move anywhere you want, fast or slowly. Every other point-of-view role-playing game looks choppy by comparison — so it's no surprise that other role-playing game designers are rushing to duplicate Underworld's graphics magic.

Its object-oriented engine is nice too; you point and click, drag and drop just about anything on the screen into your inventory. And Underworld's new automapping system is out of this world — you can take notes right on the map while you play.

Supposedly, some people have complained of vertigo while playing this game. They were probably playing Underworld until 4:00 in the morning — for the third straight day — like me. With a graphics world like this, no wonder.

— Bernie Yee

D U N E·II

The Building of A Dynasty

Only one house will prevail.

Control all aspects of combat and construction.

Select and build hundreds of installations.

Acquire valuable information from your Mentat.

Conquer Arrakis this fall on your IBM PC!
For more information, pricing and orders
please call 800-VRG-IN07.
Visa, Mastercard, American Express
and checks accepted.

Westwood STUDIOS

A SIMULATION OF THE BEST SELLING SCI-FI EPIC OF ALL TIME!

Distributed exclusively by VIRGIN GAMES

DUNE is a trademark of Dino De Laurentiis Corporation and licensed to MCA/Universal Merchandising, Inc. ©1984 Dino De Laurentiis Corporation. All rights reserved. ©1992 Westwood Studios, Inc. All rights reserved.

Circle 37 on Reader Service Card.

SPORTS

HARDBALL III

from Accolade

Lots of great PC baseball games were released this year — Earl Weaver Baseball II, Tony La Russa's Ultimate Baseball, and MicroLeague Baseball IV, to name just a few. But none matches Accolade's HardBall III, the best baseball game of '92, and a *PCGames* Best in the category of sports titles.

With HardBall III, Accolade steps up to the plate with a solid statistical simulation that offers the best graphics and animation of any PC baseball game.

And with its add-on disk, HardBall III even puts 650 real major leaguers on your computer, not just on your TV. If you like making Jose Canseco strike out, this is your game.

You can be the manager or owner setting the lineups, you can put yourself into the arcade action — pitching, batting, running bases, and fielding — and you can play single games or an entire season.

The game looks great; the pitcher/hitter/coach interface is one of the best in the business. Other neat visuals include a camera screen that shows close plays at the bases.

Best of all, Accolade brings speech to the PC sports arena with play-by-play announcing by noted sportscaster Al Michaels. Like the voiceovers in any number of video games, Michaels' narration brings an entirely new dimension to PC baseball. Accolade has hit one out of the park with HardBall III.

HardBall III: solid stats, great graphics.

Honorable Mention

Links 386 Pro

from Access Software

To avid golfers, golf isn't a mere game — it's much, much more. No wonder golf games on the PC are so popular.

This year saw some outstanding computer golf games, including Jack Nicklaus Golf and Course Design, Microsoft Golf, and PGA Tour Golf for Windows. But there's no clubhouse discussion necessary to give a *PCGames* Honorable Mention to Access' Links 386 Pro.

Access took a terrific simulation, Links, and enhanced it with super-VGA graphics. One look and it's clear these are state-of-the-art images. The grass has texture, the water ripples, and the trees give the entire course a semirealistic look — the most lifelike scenery in any sports title to date.

Links 386 Pro also inherits excellent golf from its predecessor. Here, you'll find the C-shaped swing bar and details such as adjustable swing plane, stance, and club-face angle.

Most notably, Links 386 lets you play a round, then save it to disk and send it to an opponent, who plays against you shot by shot. It's a popular feature — just look to CompuServe's forums for proof.

Honorable Mention

Front Page Sports: Football

from Dynamix

On the PC gridiron, strategy, arcade action, and graphics define the best games. This season was a close playoff race, with offerings like Mike Ditka Ultimate Football, John Madden II, and NFL.

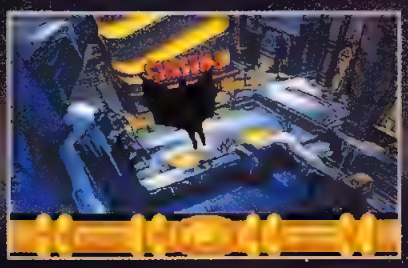
But the game that brings everything to the field is Front Page Sports: Football. Dynamix may be new to PC sports, but this début is the best-looking and most detailed football game yet.

You can play team owner, coach, and quarterback. As owner, you trade players, participate in the college draft, and sign free agents. As coach, you train the team, then design and call the plays. As quarterback, you make it all happen.

Arcade action lets your ball carriers dive and break tackles with a spin or stiff arm. The game also tracks stats for the team, season, players' careers, and league.

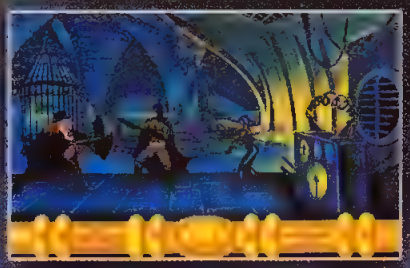
Another stand-out is the play editor, easily the best in the business. You can put players in motion, and, after the hike, tell each man where to go, logically programming them to do things like look for that pass or block. It's a winner.

— Wayne Kawamoto



Frigid winter winds swept over an already chilled **Gotham City**. Random street crimes were running at an all-time high, despite the holidays. Down below, in the city's frozen sewers, **Oswald Cobblepot** known as **The Penguin**, planned *more* mayhem and schemed the takeover of the frightened metropolis. **Gotham City** *is* in trouble. A desperate call to **Batman** goes up.

Partner with **Batman** to salvage **Gotham City** from **The Penguin's** cold-hearted plot. Guide him in stealth-like moves from dark alleys to rooftops in vivid scenes straight from the hit movie "**Batman Returns**." Control his combat style and help conduct relentless interrogations of **The Penguin's** gang. Use the **Batcave** computer to input clues, analyze evidence and review enemy information to change or select weapons and [illegible]. Save **Gotham City** and put **The Penguin** on ice.



BATMAN and all related elements are the property of DC Comics. © 1992. ALL RIGHTS RESERVED. "Konami" is a registered trademark of Konami Co., Ltd. © 1992 Konami. "Spirit of Discovery" is a trademark of Park Place Productions. © 1992 Park Place Productions. All rights reserved. **Konami Game Hint & Tip Line: 1 (900) 896-HINT** (4468) 75¢ per minute. Touch tone phone required. Minors must have parental permission before calling.

Circle #15 on Reader Service Card.

KONAMI · Spirit of Discovery
A PUBLISHING PARTNERSHIP

FLIGHT

FALCON 3.0

from Spectrum Holobyte

Sierra Hotel — that's fighter-pilot talk for "damn good." Literally, Sierra Hotel stands for *sh*t hot*, but this is a family magazine. No matter how you say it, *Sierra Hotel* means the best of the best — top dog — leader of the pack.

We're here to pick the best flight simulator of 1992, and, even though it goes against our killer instincts, we'll also hand out an honorable mention — second place, if you will.

Writing this in early November may be dangerous, especially when you look at the caliber of simulators nearing release. But then, danger is my business. They don't call me a journalist for nothing.

Leading *PCGames*' Sierra Hotel list for 1992 is (what else?) Falcon 3.0. In the past year, the Falcon development team has done more to take sim pilots higher, faster, and real-er than anyone else.

From mission planning to execution, Falcon is the most-detailed and the most-realistic simulator available. Carefully placed waypoints and weapons loads, for example, make a real difference in the outcome of your missions.

Once you're in the cockpit, you get true-to-life instrumentation, smart and aggressive wingmen, and tough bad guys.

Fighting Tiger adds a new dimension to Falcon 3.0.

Even if all you want to do is wing around and shoot at things, Falcon has you covered with its *Instant Action* feature. With a single click, you've got unlimited ammunition and unlimited enemies.

The most-recent addition to the Falcon 3.0 package, **Operation: Fighting Tiger**, introduces new weather conditions, improved digitized sound, and more-complex terrain.

That's not all, though. Not only does Fighting Tiger update the Falcon engine, it also takes pilots into previously uncharted realms of "airborne diplomacy." Until now you needed only two things to take down a bandit: ammunition and fuel. In Operation: Fighting Tiger, you must also have one essential third ingredient: orders.

In Fighting Tiger's three new scenarios (Kurile Islands, Korea, and Kashmir), there's a distinct possibility you'll find yourself dancing with a MiG over a forest of SAMs that just wasted your wingman — all the while operating with strict orders not to fire until AWACS gives the okay.

If you pull the trigger before the top brass says, "Go," then hand in your wings and prepare for a court-martial.

BEST OF PCGAMES

Honorable Mention

Aces of the Pacific

from Dynamix

There may only be one winner in the wild blue yonder, but in the pages of *PCGames*, there's always at least one package that, though it doesn't quite take the big banana, nonetheless deserves recognition.

With Aces of the Pacific, Dynamix stepped into the Pacific theater of World War II with a big splash. Here's hoping you don't do the same in shark-infested waters.

Banking on its Red Baron ancestry, you'd figure that Aces of the Pacific would be the WWII mother of all simulators. Sporting an impressive list of planes (and they really do behave differently), plus some truly inspired graphics detailing, Aces is undeniably head-and-shoulders above 95 percent of the competition. You can choose from a range of single missions at varying skill levels (training to novice to expert), or fight in a series of campaigns with all the accompanying thrills and challenges.

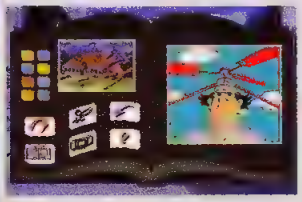
With a little work, Aces could have been a tough contender for the top spot. But some rough edges left over from the Red Baron engine (those nearly unusable cinematic-style cockpit views, for one) and a couple of all-new problems (limited bandit intelligence, high PC horsepower) leave too many holes in the package for it to fly the lead position. Is it the best? No. Is it damn good? You bet.

— Cameron Crotty, Senior Editor

Can you save the world before it goes M.A.D.?

Mission 1
Global Terror!

The fiendish Dr. Claw and his M.A.D. minions are out to turn the Earth into a toxic waste dump, and there's only one man who can stop him: that bionic super-sleuth Inspector Gadget.



Use Penny's computer book to control the Inspector's gadgets and outwit M.A.D.'s henchmen. Follow Chief Quimby's directions and put your super-sleuth skills to work. Ask questions. Decipher clues.

But, be careful! Just when you think the case is wrapped up, Chief Quimby appears and it becomes clear that Dr. Claw has a few more tricks up his sleeve!

IBM®/Tandy® compatibles
MS-DOS 3.3 or later;
VGA, MCGA, 256 color;
640K RAM;
Hard drive required;
3.5" or 5.25" HD disks available;
Supports PC speaker sound;
Sound Blaster® and Ad Lib® sound boards supported;
Mouse recommended;
CD-ROM versions also available.

Suggested retail price: $59.95.
To save $10.00, call **1-800-262-4-FUN** and refer to code #44. Or visit your favorite software retailer.

3020 Issaquah-Pine Lake Rd., Suite 341
Issaquah, WA 98027-7255
Tel: 206/392-9941

© Copyright 1991 DIC Animation City, Inc.
© Copyright 1992 Azeroth. Ltd. All rights reserved.
Azeroth is a registered trademark of Azeroth, Inc.

AZEROTH®

Circle 55 on Reader Service Card.

STRATEGY

CRISIS IN THE KREMLIN

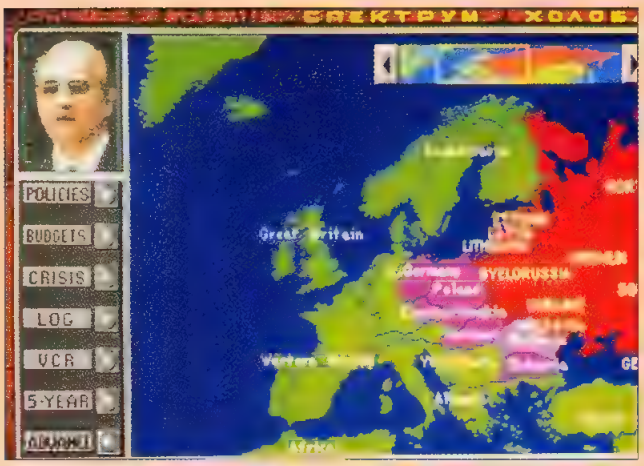
from Spectrum Holobyte

This game of superpower management is the most elegant of political Rubik's cubes: Each twist designed to bring one side into line throws five others into chaos. And once you've restored some semblance of equilibrium, the side you thought you'd fixed is utterly out of whack again.

Moderation and holism go a long way here, for you've got to talk tough, chew gum, and walk on one hand simultaneously, while holding the phone with the other.

Crisis puts you in the hot seat atop the Soviet Union as early as the mid-1980s — just when things begin to come apart. Naturally, you have access to a host of buttons to hold back the tide — budgets at various levels of detail, for instance — and a blizzard of nicely rendered paper falling across your desk with word of the consequences.

It's at once a thing of complexity and a thing of beauty — Crisis has been wonderfully clothed in poignant VGA graphics — and each melds into the othe,r so it feels all of a piece. Even the (unsuccessful) ending is more than the standard bye-bye-you-goofed exit.



From your action station, can you avert a Crisis in the Kremlin?

Crisis in the Kremlin seems to make a point about the inconsequentiality of any given individual once he's out of power, and history rolling onward without you. All told, it's rather sad — and really quite grand.

BEST OF PCGAMES

Honorable Mention

PowerMonger

from Electronic Arts

A step ahead of the big competition among animated war games, this translation from the Amiga was long overdue, but worth the wait.

You fight it out with a versatile set of icons from a bank-camera perspective with medieval weaponry (bows, pikes, and catapults) over a series of roiling rectangular landscapes.

In a sense, PowerMonger is the first environmental war game, for it's set in a world of depth and options. Gone is the old set-piece meeting engagement.

You'll run for your life from a vastly superior force and come back to win on technology. You'll practice defoliation and espionage, and make alliances to hold off the inevitable, only to break them when it suits you.

The focus is still on winning, of course, but the star of the show isn't necessarily the battle. The game's system does tend to ignore the bigger picture in favor of micro-management, but this is one of a very few games set in a world whose little residents seem to have things other than fighting on their two-bit minds.

Besides, the satisfaction of victory is profound — you really feel you own the place when you've traveled it up and down.

Just watching this war-game-as-anthill is one terrific time waster.

Honorable Mention

Patton Strikes Back

from Broderbund Software

This one's sure proof that war games without lots of numbers, hex grids, and situation- specific rules (section VII, subsection d, sub-subsection 3.1112) can be *fun*.

Most board-style war games have too much of the board still in them. Not surprisingly, they look alike, play alike and, most disappointingly, *feel* alike.

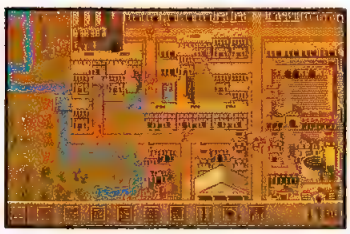
This one's patently different. Chris Crawford strikes back with a fluid, easygoing game of the Battle of the Bulge — Germany's final push in the West in December 1944 — that defies the genre's only-for-war-gamers ethic.

It's plain that *anyone* who's cozy with a mouse and *anyone* who has never equated war games with databases can most definitely enjoy Patton. It's punctuated with announcements of minor conquests, newsreel footage, and occasional appearances by a fellow in uniform who looks suspiciously like Crawford himself. (He apparently has this Hitchcock thing about appearing in his games.) And it's fun — a *lot* of fun.

— Peter Olafson

CAESAR™

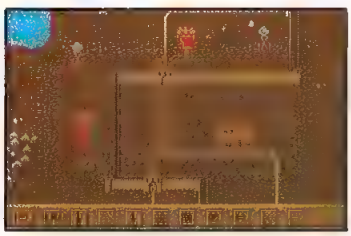
CONSTRUCT & DEFEND CITIES TO ADVANCE THE ROMAN EMPIRE



Grow your city with ampitheatres, forums, temples, aquaducts, roads, baths & workshops - and much, much more!

As governor of a province of the Roman Empire you must build cities for the good of your people. Fortify your cities with walls & towers - but should your defences fail, you must command legions to crush the hostile barbarian tribes! Success will lead to promotion -and ultimately, the very best may rise to become... Caesar!

Battles may also be fought out in detailed, animated combat using a much enhanced version of Impressions' Cohort (Cohort II will be available separately).



Keep out hostile tribes with cross-country walls to match The Great Wall of China

Impressions

Committed to Excellence in Strategy Entertainment

Impressions Software, Inc. 7 Melrose Drive, Farmington, CT 06032

Circle 77 on Reader Service Card.

ACTION/ARCADE

WOLFENSTEIN 3-D: SPEAR OF DESTINY

from FormGen Software

Back when the Apple II was the reigning king of personal computers and 5.25-inch 400K disk drives were *haute couture*, Castle Wolfenstein — a classic escape-the-fortress shoot-'em-up — was one of the most addictive games ever written.

Nearly ten years later, the programmers at Id Software have revived the old classic with a facelift that has to be seen to be believed. Wolfenstein 3-D is unbelievable. Wolfenstein 3-D: Spear of Destiny is even better.

The phrase "smoothly scrolling 3-D animation" just doesn't do the Wolfenstein 3-D series justice. This is "so smooth and rich you'll think you're there" quality. Wolfenstein plays on the full range of your emotions — expectation, awe, terror, out-and-out pure demented joy. Your heart will be racing as you whip around corners, burst through doors, and search the walls for secret passages.

Every part of Spear of Destiny contributes to the whole. The soundtrack changes as the action moves along, the sound effects (doors slamming in the distance and guards shouting) can make even the most seasoned gamer jump, and there's nothing, but nothing, like watching an SS officer twitch and spurt blood as you pump him full of lead.

Wolfenstein 3-D: WWII shoot-'em-up with gorgeous graphics.

Did we mention that this game isn't for the squeamish? This is the one adrenaline pack to have if you're having only one.

BEST OF PCGAMES

Honorable Mention

Gods

from Konami

Konami may not do a lot of things right, but when you flood the market with upwards of 15 titles a year, *something* has to work.

For 1992, the game that worked was Gods. Written by the fabulous Bitmap Brothers, Gods is a classic standup-style scrolling arcade game, complete with gold, power-up items, level bosses, and, of course, legions of monsters to destroy.

But if that were all Gods had to offer, we'd tag it and bag it and move on. As it stands, though, great graphics, smooth animation, and an involved scenario ensure that Gods rises to the top of the heap of this year's arcade offerings.

And if you look carefully, you'll even find some strategy in this joystick banger, along with piles of secret goodies and treasures. Fighting off the forces of darkness, you'll need a quick trigger finger *and* a brain in your head if you're going to locate the hidden passageways, upgrade your weaponry, and solve the game's puzzles in time to outwit the cunning evil hordes closing in on you.

Gods won't help you solve the secrets of the universe, but if you make it all the way through, the gods will grant you a favor. Let us know what you wish for.

Honorable Mention

Rampart

from Electronic Arts

A straight-up port from the stand-up hit, Rampart has made its way from the dedicated video-game machine to the PC platform. It was worth the wait.

The object of the game is to capture as much territory as possible. While you're going about your business staking out a castle keep, several ships are standing offshore, lobbing cannonballs at you. You must fight them off with your own guns — sink as many ships as you can, because they're turning your walls into rubble. Between bouts you rebuild with Tetris-shaped pieces — but enemy units are landing and will swarm in if you leave a breach.

Rampart has great sound, great color, great action, and that addictive feel that keeps you coming back "just one more time."

Some would say that the highest praise you could give an arcade port is that it feels just like real thing. Rampart feels like the real thing. There — I said it. Any questions?

— Cameron Crotty, Senior Editor

If it were any faster, it'd be a flight simulator.

Hit the accelerator in **World Circuit** and you'll really fly.

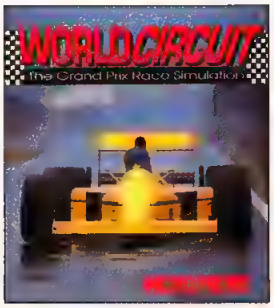
Scorching through all 16 demanding Grand Prix racetracks at speeds of up to 200 mph, you'll race your Formula One against 25 independent computer-controlled drivers.

You'll fend off challengers in the Phoenix Grand Prix. Overtake rivals on the streets of Monaco. Or negotiate savage hairpin turns on the Suzuka Circuit. And you'll do it all with a slick line-up of features.

Features like realistic Formula One handling and performance. Authentic cockpit instruments. Three racing options. Joystick-controllable driving functions for superior control. And customizing options to design your own Formula One racer.

Actual screens may vary

All of which will have you graciously accepting the Grand Prix World Champion trophy in no time.



World Circuit from MicroProse. Catch it if you can.

MICROPROSE™
ENTERTAINMENT • SOFTWARE

SERIOUSLY FUN SOFTWARE

To get our free catalog, call **1-800-879-PLAY** Mon.-Fri., 8:30 am-5:00 pm EST or fill out the coupon and mail it to: MicroProse Software, Inc. 180 Lakefront Drive • Dept. D10 • Hunt Valley, MD 21030-2245

Name: _____

Address: _____

City: _____ State: _____ Zip: _____

CA

© 1992 MicroProse Software, Inc. ALL RIGHTS RESERVED.

Circle 16 on Reader Service Card.

HARDWARE

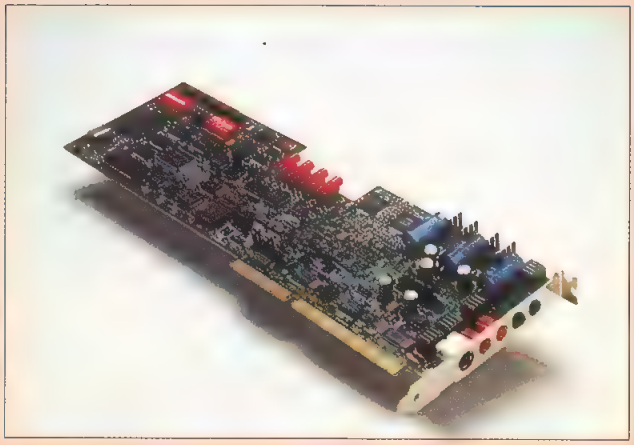
ADLIB GOLD 1000

from AdLib

This audio card wins the Best of *PCGames* Hardware Award for 1992, though the product's début was a cinematic cliffhanger worse than any public-relation firm's most dreaded nightmares. First, after several years' development and nearly as much time spent on endlessly postponed promotions, AdLib issued the Gold 1000 sound card. Praise from the press followed, based on pre-release versions of the product. But shortly before the anticipated release, the company filed for bankruptcy. Several months later, a reorganized AdLib popped up again, and the promised AdLib Gold card finally shipped.

The question on your mind is, understandably, "Was the final scene in this picture worth all the plot twists?" The answer is an emphatic yes. The AdLib Gold sound board provides nothing that isn't available elsewhere; it just does it all for one-fifth the cost of comparable products.

Installation and configuration are simple; frequency response and dynamic range are excellent. Twenty stereophonic voices (using the Yamaha YM262 FM synthesizer chip) provide nearly double the possible sound sources of many similarly priced cards (which use the older, monophonic YM3812 chip, accounting for the difference.)



Honorable Mention: Media Vision's MPC Upgrade Kit.

At a suggested list price of $299, the AdLib Gold will almost certainly start an avalanche of lower-priced, higher-quality sound cards — not unlike the effect inexpensive RAM chips have had on the prices of faster, memory-rich computers. But you won't have to wait for the competition. The AdLib Gold 1000 is well worth the investment now.

Honorable Mention

Multimedia PC Upgrade Kit

from Mediavision

Several MPC upgrade kits made it to store shelves in 1992, the single strongest signal that multimedia has come to the PC. Mediavision's, however, remains the best entry-level system. Each element of the kit reflects a concern for quality. The basic hardware components — a Sony CDU-541 CD-ROM drive and the ProAudio Spectrum 8-bit audio board are excellent, particularly if you take into account the under-$1000 price tag. But often overlooked are the attractive, bundled extras that connect with the ProAudio Spectrum card. You can use Mediavision's enclosed ProMixer, for instance, to build recorded presentations featuring voiceovers and elaborate cross-channel fades. An equalizer provides good frequency and stereo separation controls.

There's no better multimedia value on the market today. It's a bargain at the price, and it's a good introduction to the future of PC game playing.

Honorable Mention

TrackMan Stationary Mouse

from Logitech

This is one peripheral device that gives meaning to the word *ergonomics*. TrackMan's new spiral design improves considerably on the more-conventional sloped construction of past models. This mouse-that-doesn't-move not only looks good, it feels great. The additional curves mean you don't have to keep your arm parallel to the trackball; that translates into less pressure on the wrist.

Logitech encloses its Mouseware utilities, which store separate TrackMan configurations for all your mouse-dependent programs — you can set an arcade hit to fast and furious movement, for instance, and tone down the response for more-precise work. You can also assign combinations of the TrackMan's three buttons to perform various keyboard commands, such as *Undo* and *Escape*.

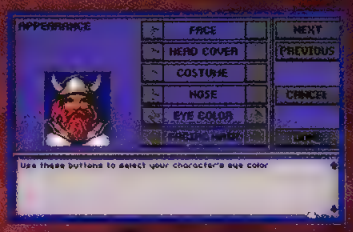
Some people prefer a joystick or the keyboard, but if you're a devotee of the mouse, it doesn't get any better than this. Get Logitech's Stationary Trackman, and you'll leave carpal tunnel syndrome far behind.

— Barry Brenesal

An epic too big for one player...

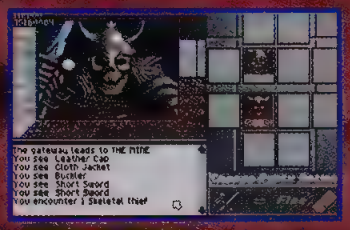
...Introducing the first on-line, multi-player Fantasy Role-Playing game.

...me you play.



Create your own face and personality, modifying your skills, attributes and character class.

Recruit real people from coast-to-coast to help find the secret at the heart of an ancient evil.


The gateway leads to THE MINE
You see Leather Cap
You see Cloth Jacket
You see Buckler
You see Short Sword
You see Short Sword
You encounter 1 Skeletal thief

Join others or set out alone – but beware. Anyone you meet could be a real person... or a deadly foe!

Real People. Real Time...

Join real people from all over the country in a vast quest to find the secrets of *The Shadow of Yserbius*. A Kingdom has been ruined by an ancient curse. The bravest adventurers have been called to band together to penetrate the shadowy dungeons, challenging monsters and madmen along the way. Will you take up the challenge? Quest with real people in real time in an epic unlike any you've read or a fantasy you can get.

Excellence in Multi-Player Games.

Try it! FREE! If you have an IBM PC or compatible (286-16mhz or better) with VGA and modem. Call:

1-800-SIERRA-1

for a FREE TSN Start-Up Kit and 3 FREE HOURS of game play.

The Sierra Network®

Circle 31 on Reader Service Card.

Even the most devoted computer gamer misses another human across the board — or perhaps yearns for a board a hundred miles across.

No Solo Mio!

By Peter Olafson

THIS TIME I HAVE HIM, YOU WHISPER TO YOURSELF — *HAVE HIM COLD.* It does look that way. Out of missiles and driven to desperation, the MiG has been twisting away from you like a madman — rolling, diving, looping, turning, cutting inward in tighter and tighter circles. And he's good. He's very good — especially considering he only has the paltry brains some software designer gave him. But you've been riding this ace's tail for a while now. You know his moves and you know you can outwit him.

In a moment, he'll cut in front of you one final time, and you'll send a hungry Sidewinder up his tailpipe to pin this Russian butterfly to the cork board. You break out in the glad sweat of certitude, your thumb nuzzles the fire button, and your targeting system begins the siren's song that heralds approaching missile lock. Any moment now. Any moment. Any . . .

HUH — WHAT HAPPENED?

From somewhere in the blue-black twilight behind you comes an unfamiliar sound — sort of a sizzle. It grows louder, becomes a shriek — and the shriek is finally all you hear. That's you — screaming.

And you think, not so quietly, as your screens go white and you watch the shadow of your quarry's forgotten wingman flicker by and your Falcon rain down in hot ashes: It turns out that 10,000 feet isn't such a long way after all.

Illustration by Troy Thomas

No Solo Mio!

The monitor blinks you back to a soft landing in the forest-green of DOS. You fade to real life. You're not a fighter pilot. You're not even the guy waving the orange flashlights on the flight deck. You're certainly not a hero. You're just a 30-year-old guy with sweat on his hands sitting in a dark room with an expensive single-seater toy whirring on his desk.

ALONE AGAIN

We've all been there. We'll all be there again. By nature, computer gaming has always been a solitary passion. Indeed, that's always been the point in some sense — the computer supplying the absent friend, the logical adviser, the invisible umpire, all in one blow. Once you turn 13 or 14, it gets tough to corral four friends to sit around a *Monopoly* board — even a brilliant computerized *Monopoly* board — much less to set up one of those the-whole-pingpong-table-and-then-some war games. Your friends' lives have grown subtly more complex — girls, school, sports, girls — and they just don't have the time anymore.

But the best computer games make us forget we're alone. They give us traveling companions whose passing we mourn and rival generals whose ingenuity we curse. They keep us company, and they keep our secrets. And, of course, they have the time.

And yet, when truth be told, there's only so much companionship a computer can offer. They're still machines that can deliver only what the designer plugs into them. And while that may be quite a bit — check out "Its Alive!" in the November issue (p. 40) for a tour of gaming artificial intelligence — limits of memory, storage, technology, and time stand in the way. Inevitably, at some point, even the most devoted computer gamer misses a human across the board — or perhaps yearns for a board a hundred miles across.

There's an answer to this sad lament, and it should have a familiar ring. Literally.

IS SOMEBODY THERE?

It's called a modem. You just about *have* to have a modem these days. A new flight simulator that doesn't support modem play is probably a flight simulator to fly right on by. More and more war games — MicroProse's **Global Conquest**, Electronic Arts' **PowerMonger**, QQP's **The Perfect General**, and SSI's **Second Front** among them — are including options for modem play. On-line networks devoted to gaming are springing up right and left, and the older multiservice networks are regularly adding new gaming areas and encounters to their lines. It may not be spring yet, but this field is blossoming like crazy.

So here's a guide to what you'll find on line. We're going to take a survey of multiplayer games and modem-linked computer-to-computer games, and finally look at some of the side benefits of just being in modem mode.

Neverwinter Nights: an America Online multiplayer game.

But first, let's a talk about how it all works. Obviously, you need a modem. (I needed *PCGames* to tell me that?) Don't bother with 300 and 1200 bit-per-second (bps) models unless you're putting together a museum display. They'll still work in some applications, but they're ancient technology. On-line time is money. A 2400-bps modem will do nicely for now, but if you're looking even a bit ahead, consider a 9600-bps (or faster) model instead. Not only are prices dropping for even these fast peripherals, but more and more services are making provision for nodes (the number you dial to connect) that offer these quicker data-transfer rates.

You'll also need a credit card, one with some room at the top. That's how on-line services typically do their billing. (If you're not of credit-card age, you may need your parents to get the account for you.)

And you'll need a telecommunications program (generally known as a *term* or *comm* program) to serve as the intermediary between your computer and the mainframe or minicomputer on which the game is actually played. If you're lucky, a comm program will come packaged with your modem. A solid commercial title can be found for, say, under $60, and public-domain and shareware programs are readily available for a nominal sum.

Of course, once you get on line you may find that your service of choice has its own dedicated communications program or service-specific "front end." These are often more than just convenient, because many let you automate various tasks and so move through the system faster and less expensively than you can with a general-purpose comm program. Some services, particularly those that offer gobs of games, such as **The Sierra Network** and **Prodigy**, actually require you to use their software. You typically get the necessary software for such services in a starter kit you either buy or

Hook up your modem and battle it out in Knights of the Sky.

receive as part of your subscription. Other services that let you play games, such as **CompuServe**, also offer starter kits. Check out any signup deals, and make sure you know whether you need their software or whether yours will do.

One final point. If you get into on-line gaming, or simply into on-line anything, find, download, and pay for a shareware program called **PKZIP**. It's the most popular PC file-compression program, and is absolutely necessary to unpack the oh-so-common archives with the ZIP file extension you'll find posted on the services. (Large files are squeezed this way to cut down on upload and download time, and thus expense.)

LET THE GAMES BEGIN . . .

Or, better put, let the *downloading* begin. That's because some games demand that you acquire support files and documentation first. You can play some games directly through your comm program, but graphics-based games such as **GEnie**'s **Air Warrior, a** multiplayer flight sim, and **Multi-Player BattleTech**, essentially a multiplayer version of Activision's MechWarrior, require a good number of files based on your machine. (One of the advantages of this approach is that you can, for instance, practice Air Warrior on your own to fine-tune your skills before hitting the telephone lines and ringing up expenses.)

As for the docs, taking a quick tour is easy enough in most cases, but you'll want a quick-reference sheet close at hand, so you have *some* idea what you're doing. (Don't even *think* about reading the manual on line.) These games are often monsters, and you don't want to stumble through them blindly.

For a veteran computer role player, visiting GEnie's **Gemstone III** or **Dragon's Gate** can be like stepping into the game of your dreams. Easy, now: Don't expect Ultima Underworld on line (although that would be something, wouldn't it?). These two (and many of their ilk) don't have graphics — only text — but the final effect is like participating in an extraordinarily rich role-play/text adventure along with 50 or more other people. *Real* people.

Besides, after a while, you'll swear they have graphics — not on screen, maybe, but in your head, the way Infocom used to make 'em. The text is so rich and the overall feel so lifelike you'll begin investing Gemstone III's Kelfour's Landing and its surroundings with some of the characteristics of narrow streets, dark places, and town squares you've seen in your own life.

But that's just a sideshow. There's nothing like real people for putting life in a game. You know how non-player characters are — however elaborate their spiel may be, it's still a spiel, and once they've said it in all its permutations, you can't pry anything new out of them with a crowbar. So it's an extraordinary experience to walk into a town and find it packed (and I mean packed to bursting in the less-expensive off-peak periods) with full-fledged, people-populated characters, all going about their own elaborate business, living their on-line lives in detail. I've been in a temple and found people healing up, shaking their newfound booty, Monday-morning quarterbacking a failed expedition. I've overheard seductions, I've seen people getting ticked off to the point of drawing swords, *and* I've seen people die — virtual death, of course, but to the characters, death all the same.

And I've died myself any number of times. The rats in the catacombs just love the taste of Omni Tiara, my unkempt, black-haired, pale-skinned elf.

Admittedly, at first this can be a bit like standing around at a party where you don't know anybody. But once you get the feel of the place, once you find a friend (and they're all over) who takes you by the hand for a bit, gives you gentle directions, and puts you on the right track, you'll come to agree that the cyberspace of on-line entertainment harbors a lot of good will. There *are* lots of newer games, with fancier graphics and cleverer

Check out the cockpit in GEnie's Air Warrior.

functions, but the point of talking at length about something like Gemstone III is that even a graphically stunted on-line game can be magical. Why? Because it's a multi*player* game. People are its heart and soul.

In fact, there are *lots* of other games. CompuServe runs the role-playing games **Island of Kesmai** and **British Legends** and war games such as **Sniper** and **MegaWars** (I and III), among others. GEnie has its giant space games **Federation II**, **Stellar Emperor**, **Orb Wars**, and **Hundred Years War** (assuming it's out of its beta-test period by press time).

Prodigy has a new multiplayer game of interstellar conquest, **Rebel Space**, and the last time I popped in, I answered a poll in its multiplayer game of politics, **The Next President**. (Prodigy also runs a very nice on-line baseball league.)

If you've grown weary of SSI's venerable Gold Box game system, you'll have a ball rediscovering it as a multiplayer game in America Online's **Neverwinter Nights**. At this writing, The Sierra Network is preparing to launch **SierraLand**, with multiplayer versions of such Sierra/Dynamix hits as **Red Baron** and **Stellar 7**, as well as all-new games such as **PaintBall**, an on-line version of the white-collar male-bonding paint-pellet war game; an 18-hole miniature golf course; a hot-looking dungeon crawl that put me in mind of games such as Eye of the Beholder; and **LarryLand**, complete with Lefty's Bar for meeting and greeting and a slew of gambling games.

Still others exist. You'll discover games and nets such as **Legends of Future Past**, **MPG-Net** (**Star Cruiser**, **The Kingdom of Drakkar**, **Empire Builder**, **Operation Market Garden**), and **National Videotex** (**Island of Kesmai** and **Galaxy II**). There are worlds within worlds to explore.

KEEP AN EYE ON YOUR WALLET

Money may come between you and the mainframe — especially in these difficult days. If your finances don't permit you to go on line often — it's downright addictive, and easy to run up a $200 bill in one month if you're

SIDESHOW ATTRACTIONS

Owning a modem brings more than just a new opponent to your PC. Hook your computer to the telephone lines, and you'll enjoy a whole slew of game-related benefits.

One of the biggest is the instant access you gain to huge libraries of public-domain and shareware games. You can have the hottest new shareware game up and running in little more than the time it takes to download it.

Public-domain and shareware games are better today than they've ever been — sometimes rivaling commercial counterparts or filling in areas that have been overlooked in the current crush of high-tech wonders. WILLIAM SOLEAU has turned out a splendid line of puzzle and strategy games, and I've touted APOGEE's long line of arcade hits elsewhere in PCGames. And a great line of games from GAMER'S EDGE has appeared recently for downloading on Prodigy.

It doesn't end there. Any well-regarded game almost automatically generates a library of user-created support programs. Like WOLFENSTEIN 3-D? Once you've finished it, you may want to try your hand playing some of the alternate tile sets and maps developed using program editors, or even design some yourself.

Do your characters keep dying in DARKLANDS before you really get going? You can pick up a Darklands editor or an enhanced set of characters that will make your virtual-reality life a lot easier.

Is one particular puzzle in ULTIMA VII eluding you? (Or you've heard there's a Kilrathi ship from WING COMMANDER in there, but can't seem to find it?) You can download a walk-through that gives all manner of hints. One especially nice hint giver is the long line of UHS (universal hint system) files. It's a sort of computer equivalent of the old yellow-marker Infocom hint books, with graduated hints for a wide range of common questions.

Another hot feature these days is an editor that lets you create your own scenario once you tire of beating the ones bundled with the game. You're a fan of LucasArts' THEIR FINEST HOUR or SECRET WEAPONS OF THE LUFTWAFFE? You've run through all the available missions, but you don't have the time or talent to make your own? Literally hundreds of user-created missions are available on the nets. Ditto for HARPOON. (In fact, the HARPOON USERS' GROUP has its own bulletin board.) Same goes for Mindcraft's RULES OF ENGAGEMENT, BREACH 2, and SIEGE.

Like PC golf? There are hundreds of user-designed courses for Accolade's JACK NICKLAUS' ULTIMATE GOLF and MEAN 18, and dozens for the new SIGNATURE EDITION. A COMPUSERVE GOLF ASSOCIATION tour has been running on line for some time now, and CS also started a ten-race season for Electronic Arts' INDIANAPOLIS 500 recently.

Are you irritated by a bug or an unreliable feature in, let's say, Paragon's MEGATRAVELLER 2 or the Merit-distributed DARK SEED? You can download the newest version from a network where the publisher provides support, then decompress the files, and viola — instant new game. Dozens of games have been upgraded or "patched" since their initial release.

And if you just want to talk turkey about your favorite game — or warn someone away from buying a real turkey — well, that's allowed on line, too. The most active areas may generate dozens of messages in a day or two. Message bases also are used for activities such as running on-line versions of tabletop role-playing games — with players mailing their moves to the dungeon master and the DM then posting the results — as well as selling, buying, and trading used games. — P.O.

not careful — you may not need to look that far. Your neighborhood BBS may well have a "doors" section, essentially a foyer leading into a selection of lesser games such as **Global War** (a multiplayer Risk variant) or **Space Empire**. This is simpler fare than the titles you'll find on the on-line services, but the price is right, it's good experience, the games are often solid stuff, and you may even find people you know.

And if you belong to a system that has an Internet or Usenet gateway, you can hook up with users and game libraries all over the world. I've received game-related mail from such far-flung places as New Zealand, Germany, and England.

Moreover, there's a burgeoning supply of games that let two people play on machines linked by modem. Typically, you don't go through a service, though CompuServe's intriguing *Modem-to-Modem Gaming Lobby* lets you connect and play two-person modem-to-modem games through its own network, offering anonymity — you don't give out your phone number — and lots of potential opponents.

The down side, of course, is that you're paying CompuServe rates to stay connected and playing. But if you do it on your own, you have to arrange connect times, transmission speed, and other details with your opponent beforehand.

Noted game designer Dan Bunten has fathered a whole line of these titles, including such classics as Electronic Arts' **Modem Wars**, and MicroProse's **Command HQ** and **Global Conquest**. Others in this genre include **688 Attack Sub** (Electronic Arts), **F-29 Retaliator** (Ocean), **Falcon 3.0** (Spectrum HoloByte), **Knights of the Sky** (MicroProse), **Second Front** (SSI), and **Theater of War** (Three-Sixty) — not to mention any number of chess games (where this whole thing seems to have gotten started). By press time there will almost certainly be more, including MicroProse's **F-15 Strike Eagle III**.

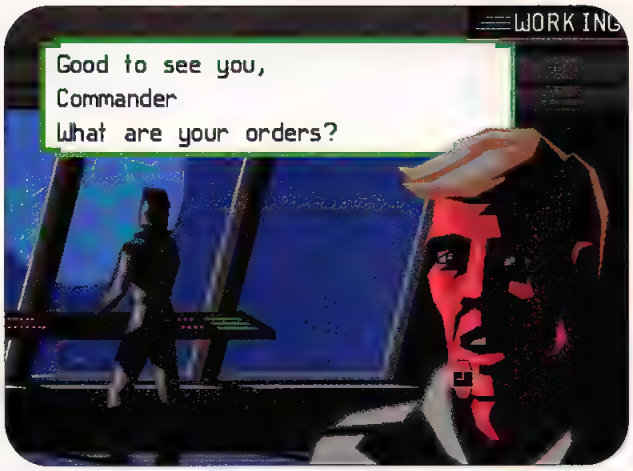
EMOTIONS MAKE IT THROUGH THE WIRE

What's it like? Well, it's nothing like playing a computer opponent. The issue, of course, is *artificial* intelligence versus *human* intelligence.

Computers can do some shrewd and nasty things, but by and large, they're logicians. (And that's being polite; some might call them *zombies*, for often as not they just make a beeline for the nearest warm body.)

Computer opponents are neither creative nor impulsive, and though one will occasionally seize the initiative and play aggressively, you won't find one playing cleverly. In short, they aren't human.

By contrast, playing another person by modem is . . . well, like playing someone across a board game. Your opponent brings another set of experiences, interests, and strategies. If this is your first outing into head-to-head, human-to-human play, get ready to lose. A game's toughness factor typically takes a jump when you play against a seasoned human opponent.



Prodigy offers lots of multiplayer games, including Rebel Space.

TSN's navigation screen. The Sierra Network (like Prodigy) requires you to use its own telecommunications software.

Playing over the phone is also — and this may sound strange — much more intimate. Believe it or not, the other person's there *with* you, though he or she is invisible. In a recent game of Command HQ, for example, I caught myself standing up and looked disgustedly across the top of my monitor, as though I expected to find my opponent on the other side. You can be by yourself, and be with someone else.

To put it simply, you don't have to be alone at your favorite pastime. A modem puts *people* into computer games — a place where they're very much needed. And it puts a person — a real person, who feels just as passionately about victories and defeats as you do — into the seat of that MiG you've been tailing so diligently. You may be holding tight to his tail, and you may still swear you have him cold, but there's no telling which way he's going to turn. He could surprise you. And maybe, just maybe, you'll surprise yourself. You call it. ❑

SNEAK PEEKS

STUNT ISLAND

By Cynthia E. Field

Seat backs and tray tables up, people. It's time to grab your flight stick and launch Stunt Island, an extraordinary stunt-flying and filming simulation. Like other flight sims, Disney's new title straps you into the cockpit. But air-sickness bags aside, this unique creativity toolkit also casts you as set designer, stunt creator, film editor, and PC movie distributor.

It's lights, camera, action in Stunt Island's flight-sim/movie-studio combo.

BREAK A LEG!

Stunt Island recreates the real Stunt Island (just off the coast of Southern California) on your PC's 256-color VGA screen. The game's detailed and informative handbook explains how the major movie studios formed a joint venture to purchase "the world's first and only stunt haven" in 1986. Now, thanks to the software Stunt Island, you don't need to be a trained professional to perform death-defying feats at home or in the office.

Stunt Island needs at least a 16-megahertz 386SX (or faster) machine, no big deal today when that's near the bottom of game-playing PCs. But with a seemingly endless number of resources — including dozens of shot locations, hundreds of props, countless music clips and sound effects, and a sampling of ready-to-play movies — even an early version of the simulation appropriated 11 megabytes on the hard-disk drive. (Fortunately, the final version should demand a lot less acreage.)

That's not to say you shouldn't reserve a special hangar on your hard drive for the Stunt Island sets you design and the movies you make. Once the program hits the shelves, Disney plans to release add-on disks that will take up even more room.

You design scenes, maneuver aircraft, and produce films with the keyboard, joystick, or mouse. A combination seems to work best because, among other things, function keys let you change views and bring bomb targets into range, while other input devices help you control the aircraft's direction, altitude, acceleration, flaps, landing gear, and brakes.

You can set up as many as eight different camera locations to record the flying takes. At the post-production studio you incorporate these shots into longer films, with the maximum movie running a still-impressive 20 minutes. With the appropriate NTSC (National Television Standards Committee) converter, however, you could record a series of Stunt Island mini-movies on your VCR to produce even longer movies.

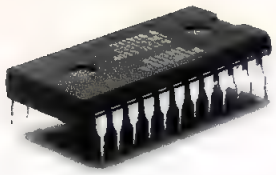
A sound device (like Disney's own Sound Source) that's capable of playing digitized speech isn't required, but Stunt Island's dialogue is just too good to miss. Even better, when your PC's equipped with a microphone and an audio board like Thunderboard or SoundBlaster, you can add voice-overs to your films. Either way, speech adds to the experience. You'll be able to hear the director call, "Quiet on the set!" or "Cut! Let's try it again."

STUDIO TOUR

In lieu of a main menu, Stunt Island's handy signposts — *Airfield*, *Production*, *Set Design*, *Stunt Coordinator*, *Post-Production* — guide your way to the game's eclectic activities.

At the *Airfield*, for example, you can test-drive more than 50 dynamically correct aircraft, ranging from military jets like the A-10 to commercial airliners such as the Boeing 727. Smaller craft, such as the Piper Cherokee and Cessna 172, are also available for your flying pleasure, or you can skewer yourself big-time on the Space Shuttle.

And Stunt Island's *Pterodactyl*, a flying machine that looks like the

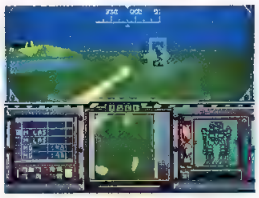


THIS OPPONENT IS PROGRAMMED TO BE CHALLENGING.

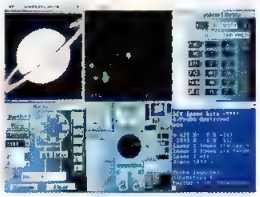
this one wants to rip your lungs out.

If you think you're good at games, then let's have some real fun. When you're online with GEnie® Multi-Player Games, you're playing real people, in real time. Some of the best players around the world. □ Splash a bandit in Air Warrior®, and you've just taken out eight other guys, who'll be back gunning for you. Blast a MechWarrior® in MultiPlayer BattleTech™, and who knows? Could be that jerk from the coast. Could be a mercenary who's looking for a few good friends. □ With GEnie, the possibilities are endless, the people are terrific, and even the prices are competitive. So put some new life into your joystick, and sign on. We'll see just how good you are. □ Sign up now: 1. Set your modem for half duplex (local echo) at 300, 1200 or 2400 baud. 2. Dial toll free — 1-800-638-8369. Upon connection, enter HHH 3. At the U # = prompt, enter XTX99217, Compute then press RETURN 4. Have a major credit card or your checking account number ready. □ For more information in the U.S. or Canada, call 1-800-638-9636.

AIR WARRIOR®



MULTIPLAYER BATTLETECH™



STELLAR EMPEROR™

GEnie®
multi-player games
100% ORGANIC OPPONENTS

KESMAI corporation

Air Warrior is a registered trademark and Stellar Emperor is a trademark of Kesmai Corporation. MultiPlayer BattleTech is a trademark and MechWarrior and BattleTech are registered trademarks of FASA Corporation.

Circle 66 on Reader Service Card.

winged dinosaur for which it's named, provides surreal evidence that this game isn't just fun, it's *creative* fun.

When you're ready for a bigger challenge after test-driving the island's flying machines, you can visit the stunt coordinator's office. He'll provide dozens of seemingly impossible dares, among them the rescue of a convict from Alcatraz Island. You can tackle each stunt just for fun or participate in a "name the airfield" competition in which you must complete all stunts successfully.

The game's disparate assortment of props — cows, a medieval castle, SCUD missiles, beach towels, and the Estonian flag — may not make much sense as a collection, but who said movies had to make sense? (Just ask Stanley Kubrick.)

IT'S A WRAP

Time isn't the only thing that flies when you're having fun with Stunt Island. In addition to flying a variety of aircraft, you'll learn how to use film-editing equipment in the post-production studio as you create movies from your takes.

In the editing room you can view a take frame by frame, cut and paste film segments, add credits, and incorporate special effects such as fades, sound effects, and voice-overs.

Best of all, two utilities let you share movies with friends, who won't need their own copies of Stunt Island to enjoy the show.

IT'S BIG

Stunt Island's manual minces no words when it warns of the program's complexity. Never mind the nuances of desktop movie-making: The speed with which your aircraft's shadow approaches the ground each time you rediscover gravity should be proof enough of the aerodynamic challenges you'll face in the cockpit of a Spitfire or stealth bomber.

No, Stunt Island won't make you an ace stunt pilot or your hometown's George Lucas overnight. But it *will* help you enjoy the show — *your* show — one flight at a time.

Walt Disney Computer Software, 500 South Buena Vista Street, Burbank, CA 91521, (800) 688-1520; IBM PC or compatible, 386SX or faster, 33MHz or faster recommended, 640K RAM, 570K RAM free; VGA; requires hard-disk drive; supports AdLib, PS/1 Audio Card, Roland, SoundBlaster, Sound Source, Thunderboard, Tandy sound; $59.95

FOLLOW THE READER WITH MICKEY MOUSE

By Cynthia E. Field

M-I-Seeeee, K-E-Whyyyyy . . . . Even if you don't quite remember all the words to the *Mouseketeers* theme song, you know that Walt Disney's pioneering efforts in animation long ago gave birth to a spunky rodent who has become an ageless friend to millions of kids — and not just to beach-blanket buddies Annette and Frankie, or to that ever-smiling dance man Bobby Burgess, but to children just like yours.

His name, of course, is Mickey Mouse, star of stage, screen, and, more recently, educational computer programs. Follow the Reader with Mickey Mouse, Walt Disney Computer Software's latest release, helps kids aged 4 to 7 create self-running PC movies and printed, ready-to-color storybooks featuring a cast of other enduring Disney characters, including Minnie Mouse, Donald Duck, Goofy, and Pluto.

LIGHTS! CAMERA! NOUN! VERB!

Follow the Reader sports an easy-to-use, kid-style interface. The cursor, enter, and escape keys are all kids need to play the game. And if you use that other kind of mouse, scripting stories about Mickey and his friends is even easier.

Either way, though, budding story writers won't have to type a single word. Instead, children select action words (verbs) and names of people, places, and things (nouns) from scrolling word windows that appear at the bottom of each colorful animated screen.

Because Follow the Reader provides starters, composing a sentence is as easy as pointing and clicking. For example, the program's introductory sentence begins *One fine day Mickey woke up and _____ a letter to _____*. Instead of seeing the blanks, though, the child sees two scrolling boxes on the computer screen. Each box contains a series of appropriate words.

Verbs a youngster might select to complete that sentence include *wrote*, *skipped*, *ran*, *walked*, *dressed*, and *played*. Objects change automatically to suit

Mickey and his Disney buddies help kids compose stories in Follow the Reader.

Unbeatable!

Your favourite game has never been more exciting. NOW! With the ***Sound Galaxy NX Pro****, bring yourself to new heights!*

Sensational sound effects with 4 watts to power your speakers or headphones!

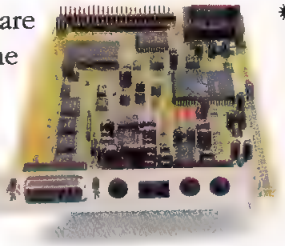
With a flood of multimedia, education, entertainment and other new age software, you need the full power of sound; you need Sound Galaxy NX Pro!

Get one today!!

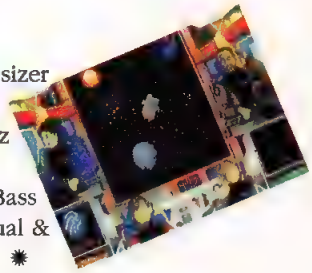
Sound Galaxy Stereo card delivers more features

Supports The World's 4 Most Popular Sound Standards

Fully compatible with AdLib, Sound Blaster Pro, Covox Speech Thing and Disney Sound Source. We offer you the highest level of software compatibility, allowing you access to the widest range of Multimedia, business application, education and entertainment software under DOS and Windows environment.



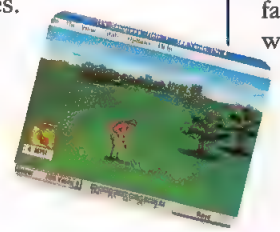
And Much More...



✸ Stereo 20 voice FM music synthesizer ✸ Stereo 8-bit DAC and ADC with selectable sampling 4KHz - 44.1KHz ✸ Stereo Digital/Analog mixer ✸ Programmable Bass & Treble Control ✸ Manual & Software volume control ✸ Configuration setting via software control, no hassle with jumper setting ✸ Dynamic filtering for better sound clarity ✸ Simultaneous Recording from multi sources ✸ Built-in MIDI interface, game port and microphone jack ✸ Built-in AT-BUS CD-ROM interface upgradable to SCSI CD-ROM interface ✸ Power amplifier at 4 watts per channel ✸ 7 Bundled software including Monologue, Windat™, SoundScript, Jukebox, CD-Player, Sound Tracks, Galaxy Master, Utilities and Windows 3.1Drivers ✸ Free Speakers

At-Bus CD-ROM Interface Upgradable To SCSI CD-ROM Interface

Giving you a wider selection from high performance SCSI CD-ROM Drives.



Dynamic Filtering

You get better sound clarity and signal to noise ratio.

Call us: 1-800-886 8859

America Office:
AZTECH LABS, INC.
46707 Fremont Boulevard,
Fremont, CA 94538. U.S.A.
Tel: (510) 6238988
Fax: (510) 6238989

Europe Office:
AZTECH SYSTEMS GmbH
Rm 4.71 - 4.74 Asia Pacific Center,
Birkenstrasse 15, 2800 Bremen1,
Federal Republic of Germany.
Tel: (0421) 1690843/4 Fax: (0421) 1690845
Tlx: 245610 AZTEC-D

Asia Pacific Office:
AZTECH SYSTEMS PTE LTD
31 Ubi Road 1, AVS Building,
Singapore 1440.
Tel: (65) 7417211
Fax: (65) 7418678/9
Tlx: RS 36560 AZTECH

For Sales Enquires:
Distribution Plus Tel: 800-998-0316
Dinorall Corporation Tel: (305) 477-4671
Legacy Distributing Tel: (805) 253-3769

All trade names & marks are registered trademarks of respective company

Circle 93 on Reader Service Card.

that choice. If you select *wrote*, for instance, the names *Donald*, *Goofy*, *Daisy*, *Scrooge*, and *Minnie* appear. Pick a different word, and the verb's object changes accordingly. Choose *dress*, and Mickey can dress in play clothes; pick *play*, and he might play the violin.

Kids select the key words, and the program then weaves them into complete, meaningful sentences. Each new scene offers a new sentence-to-be. Before they know it, kids have a finished story.

Children can preserve their Mickey Mouse stories for later replay. When you load a saved story, the narrated version unfolds automatically — almost like a Disney feature film.

You can also print a story, color its graphics by hand, bind the pages, and share your book with a friend. And if you're not feeling particularly creative, turn on the game's demo mode, then enjoy a random story, which the program designs and reads to you.

LISTEN AND LEARN

But that's just the beginning. When you press the enter key (or click the right mouse button), a narrator reads each sentence aloud.

Her voice is pleasant and reassuring to kids, and her inflection is right on target. Parents and kids, take note: When you press the F1 function key, she provides helpful hints about playing the game, too.

Words — first displayed in a large, black typewriter font — turn red as the narrator pronounces each one. Follow the Reader with Mickey Mouse is a wonderful way for kids to develop new vocabulary.

For most families, Disney's inexpensive electronic voice box — the Sound Source — provides the perfect way to listen to the narrator and eavesdrop on conversations among Mickey, his Disney friends, and other characters in the story. The program's wealth of sound effects and its perky theme song also play well on this simple-to-install, battery-operated device. The Sound Source, which plugs into the parallel port on your PC (your printer plugs into the Sound Source), has a top-mounted, easy-to-reach volume-control knob.

Follow the Reader with Mickey Mouse is expected to work with other sound devices, as well. (At press time, support for the AdLib card wasn't implemented yet in our under-construction version.)

Many sound devices have their limits, though. For instance, the cheap speaker that's built into the average PC lets you listen to Follow the Reader's introductory tune and sound effects. But because these PC speakers are speechless, you won't be able to enjoy narration or dialogue — which is to say you may not get your money's worth from Follow the Reader unless you have a speech-capable sound board such as the SoundBlaster.

THE GOOD GUYS

Because Disney is practically synonymous with animation, it's no surprise that each Follow the Reader scene springs to life as kids make Mickey brush his teeth, call up his friends, order products by phone, and cook spaghetti (every mother's kitchen nightmare).

Not to worry, though — Mickey's a responsible little fellow. He always cleans up after himself. He also takes good care of Pluto, his toys, and the flowers in the side-yard garden.

Why, Mickey even picks up trash at the beach and at the nature park — when he's not surfing or riding the see-saw, that is.

FAMILY VALUES

Mickey's willingness to pitch in, eat healthful foods, and interact with his friends in positive ways are just some of his many praiseworthy traits (although he plays the violin "backwards" in the beta version reviewed here).

Suffice it to say that Follow the Reader with Mickey Mouse teaches kids much more than just sentence structure and reading readiness.

No matter how you look at it, Follow the Reader with Mickey Mouse offers a lot for both parents and kids. The program's animated color graphics, nifty soundtrack, subtle humor, and open-ended learning environment add up to real family value.

Or, as Mickey himself might say, "Gee, this is swell!"

Walt Disney Computer Software, 500 South Buena Vista Street, Burbank, CA 91521, (800) 688-1520, (818) 841-3326; IBM PC or compatible, 12MHz or faster, 640K RAM, 560K RAM free, DOS 3.3 or later; EGA, VGA, Tandy 16-color; supports AdLib, IBM PS/1 Audio Card, SoundBlaster, Sound Source, Tandy sound; requires hard-disk drive; $49.95, $69.95 with Sound Source

TREASURE COVE!

By Cynthia E. Field

Catchy calypso melodies, charming undersea creatures, and gentle humor make Treasure Cove! the kind of lighthearted, nonviolent educational adventure that appeals to kids as it opens their parents' wallets.

Kids aged 5 to 9 will delight in this program's graphics, animation, sound effects, and music. But parents will relish Treasure Cove!'s understated talent for helping kids hone arithmetic, reading, and problem-solving skills — while teaching tidbits of marine ecology to boot.

SWIMMINGLY SURREAL

Treasure Cove!'s appeal springs from a contorted story line that's one part magic, one part reality. The game's on-line introduction (on-line help's available, too) describes how the Master of Mischief stole all the gems from Treasureland's elves. Not satisfied with that, he also destroyed the rainbow bridge connecting Treasureland with Invention Island.

On the island a not-quite-glitch-free Goobie Tube sucks "goobies" — oily creatures that look like those globules skimmed off the scene of a tanker disaster — from the waters of

Jack wasn't nimble.
Jack wasn't quick.
So Jack became a candlestick.

No other fantasy role-playing experience delivers the undiluted horror of WAXWORKS™ for the IBM PC. Descend into five vast worlds of molten terror, battling over 100 evil denizens that occupy the WAXWORKS. Decaying graveyard ghouls, man-eating plants, bloodthirsty Egyptian priests—even Jack the Ripper—are all dying to enter the world of the living with only you in their way. But stand warned: the first-person perspective, VGA color graphics are not for the squeamish. WAXWORKS. It all boils down to terror.

ACCOLADE™
The best in entertainment software.™

Actual game screens from the IBM PC VGA version of the game. Other versions may vary. Waxworks is a trademark of Adventure Soft (UK) Ltd., used with permission by Accolade, Inc. IBM is a registered trademark of International Business Machines. All other trademarks and registered trademarks are properties of their respective owners. Waxworks © 1984 and 1992 Mike Woodroffe. All other materials © 1992 Accolade, Inc. All rights reserved.

Circle 14 on Reader Service Card.

Treasure Cove!'s gentle humor and bright graphics help kids hone basic skills.

Treasure Cove. But the Goobie Tube, which leaves holes in the cove's floor, leaks. The result is a goobie pollution problem for kids to solve.

Kids snorkel through the cove as they investigate this sticky situation, looking for a puffer fish to plug the Goobie Tube holes. To find the fish, though, they've got to capture cavorting orange sea stars with a bubble pump, answer the puzzlers that pop up, then make good use of the ensuing clues.

Each time a child completes one of the cove's three cavernous levels, he or she is magically elevated to the next by a seahorse-driven conch, a mighty spray from a whale's blow hole, or a cyclonic sea shell. (This *isn't* Kansas, after all.)

Treasure Cove!'s obstacles help heighten the game's dramatic tension. You need a constant supply of energy to power your flashlight, for instance, and a steady stream of air for the bubble pump. Catching red sea stars solves any energy shortages, and you can replenish your air supply at air stations, where you coax the crabby attendant to fill-'er-up.

The game's topography boasts brightly colored graphics depicting a peaceful, watery world. Among the most imaginative scenes are those of the *Sea Star Circus* — a three-ring spectacle with featured performers, including sea-star jugglers, weight lifters, and acrobats. Taking this detour isn't just an entertaining diversion, for you often find quizzical orange sea stars in the audience.

During each relaxed undersea exploration (there's no time limit), you'll encounter a host of more-or-less realistic-looking sea turtles, sponges, crustaceans, and eels. Clams, scallops, slugs, and various species of fish appear, too. Animation adds to the scenario as, for instance, sponges sway and eels undulate.

The game's mix of temperate and tropical species and the fact that most creatures aren't proportionately sized might evoke a wince from purists, but Treasure Cove!'s mostly for fun. Besides, the information presented in the dozens of questions I saw was scientifically accurate.

BRAIN TEASERS

As you'd expect, the multiple-choice puzzlers grow more difficult as you play the game and gain expertise. Initially a sea star might ask *Turtle, lobster, crab, and sting ray — how many animals did I say?* (Sea stars must be a poetic bunch, for most of their questions rhyme.) You can play Treasure Cove! with the keyboard or the mouse, but because the cove's layout is pretty simple, the keyboard suffices.

As you boost your score, increase your knowledge, and help the elves reconstruct the rainbow bridge, you'll encounter mind-bogglers such as *Look at the first letter in the word* ship. *What animal's name begins with the same letter?* If a child doesn't already know the answer, an educated guess — or, better still, a quick trip to a dictionary or encyclopedia — can help. Goofing up can actually be one of the better ways to learn new scientific facts. The game gives you a second, even a third try. On each attempt, any previously incorrect guess is dimmed and unavailable.

There's a conspicuous — and refreshing — absence of negativism and violence in Treasure Cove!. Capturing sea stars and goobies doesn't seem to hurt them. Red sea stars simply burst with energy and goobies float to the surface when they're snared in a bubble. If you get slimed by a goobie, it's no worse than bursting a chewing-gum bubble across your face.

Even swimming with the sharks in *Shark Park* is painless. Crawl into a shark's clutches and the big guy only tussles with you before letting you escape in one piece. (This is for trained professionals only. Do not try this at home.)

Like The Learning Company's earlier elfin adventure, Treasure Mountain!, Treasure Cove! is a children's classic-in-the-making and part of the company's Treasure Trilogy. (The third game, Treasure Math-Storm!, should be available by Christmas '92.)

Subtly integrating entertainment and education is a tall order for any game, but Treasure Cove! rises to the challenge. Although $60 may seem like a steep price to pay for an educational game, it's money well spent in this case. Treasure Cove!'s playfulness should keep kids coming back for more. And they can't help but learn from the experience. ❑

The Learning Company, 6493 Kaiser Drive, Fremont, CA 94555, (800) 852-2255; IBM PC or compatible, 640K RAM, DOS 3.1 or later; EGA, VGA, MCGA, Tandy 16-color; supports SoundBlaster and compatibles; $59.95

It makes J-8s cry and MiGs fighting mad.

No jet fighter frustrates enemy planes more easily than the incredible Harrier Jump Jet.

That's because the Harrier can baffle opponents with sudden mid-air stops. It takes off and lands vertically. It hovers. It even flies in reverse.

Take full control of the world's most unique strike fighter and tear through ultra-realistic battle theaters in Hong Kong or the Falklands. Face ruthless opponents along front lines. Land in secret hides. Perform wild ski jump-assisted take-offs. And fly action-packed missions with a friend as wingman via modem.

Jump Jet from MicroProse. Jump into the cockpit today. Your enemies will hate you for it.

To order, visit your favorite retailer or call 1-800-879-PLAY.

Actual screen shown.

Actual screens may vary.

To get our free catalog, call **1-800-879-PLAY** Mon.-Fri., 8:30 am-5:00 pm EST or fill out the coupon and mail it to: MicroProse Software, Inc. 180 Lakefront Drive ▪ Dept. D10 ▪ Hunt Valley, MD 21030-2245

Name: _____

Address: _____

City: _____ State: _____ Zip: _____

Telephone: ( ) _____

CAC

© 1992 MicroProse Software, Inc. ALL RIGHTS RESERVED.

MICROPROSE™
ENTERTAINMENT • SOFTWARE

SERIOUSLY FUN SOFTWARE

Circle 78 on Reader Service Card.

MIGHT & MAGIC: CLOUDS OF XEEN

By Bernie Yee

Clouds of Xeen isn't spectacular, but it provides generous amounts of entertainment.

Sometimes four *doesn't* come after three. Might & Magic III isn't followed by IV, as you'd expect, but by Clouds of Xeen. Not only does that mess up New World's numbering system, but it might mess up your head, too.

This new adventure — and I do mean *new* — doesn't depend on foiling the plans of Sheltem, as do the first three Might & Magic role-playing games, but instead starts you on a whole new quest in the world of Xeen. And while Might & Magic III: Isles of Terra was, in many ways, head and shoulders above the competition, Xeen is but another well-made role-playing game that breaks little new ground. Even so, Xeen's filled with many of the amenities of good role-playing.

LIKE AN OLD SHOE

Might & Magic III vets will find the Xeen system a comfortable place, because it's nearly identical to its precursor. Xeen has automapping, a notepad on which to keep track of your latest endeavors, and a magic system based on spell points and gems. Xeen presents you with the by-now-familiar first-person viewpoint, richly rendered in full 256-color VGA, though its graphics are more refined. The burlesque, cartoon-like villains of III have been replaced by more menacing critters, and you'll see much more animation.

Xeen also sports more digitized sound effects and numerous snippets of digitized speech. Of course, this multimedia experience eats up a lot of space on your hard-disk drive.

Just as in Might & Magic III, Xeen offers you an entire world to explore, complete with forests, towns, and oceans. In Xeen, though, you'll feel as though everything revolves around your players. The result is a huge fantasy role-playing theme park. Realism may be in short supply in this game, but that's a conscious design choice.

Games such as Ultima VII and Crusaders of the Dark Savant sit at the other end of the spectrum; those games don't hand you wells that boost your hit points, or goop-filled barrels that raise your attributes permanently. These items make for a more-coherent world, where everything happens for a reason. Xeen gives you things because you'll need them to further your quest.

All told, Xeen is more an escapist fantasy than an alternate reality where things happen independently of your actions.

Of course, there exists many a gamer who may not care one whit whether he or she sees a game's inhabitants go to and from work every day.

GOOD OLD-FASHIONED FUN

Xeen's game play is just as familiar to Might & Magic III pros as its system is. You can select your party, for instance, from a mix of races and portraits. You begin in the town of Vertigo, which, like so many towns in these games, has a list of problems. There's a place to buy arms, armor, and spells. Gates cordon off more-dangerous areas, which your party will clean out eventually. Then, once out of town, mines await.

Similar to Might & Magic III's design, Xeen's interface is non-linear in a sense, and you can tackle any dungeon or quest as you feel ready. But rest assured that all roads lead to Lord Xeen and your inevitable showdown.

Throughout the game you'll find a lot of evidence of the software's rich graphics images, starting with the icon-driven interface, which remains an example of thoughtful, intelligent,

flexible game design. In many ways, it's easier to use than those of Xeen's contemporaries.

Xeen eschews the trend toward real-time combat; although the animation suggests that action takes place as you watch, it's really turn-based. Combat is a simple affair, and you can fight, block, use an item, cast a spell, or run. All combat effects are animated with flying arrows and crackling lightning bolts. This kind of combat system seems to lack the tactical complexity of something such as MicroProse's Darklands, but it's adequate.

Clouds of Xeen's story line seems familiar, too. Lord Xeen is an "undead" of some sort. He has enthralled the king and banished his wizard, who has contacted your party to thwart Xeen's plans. Before that happens, of course, you've got to get stronger. Xeen complies with your needs, providing a huge list of items you'll have to locate and utilize.

Clouds of Xeen will be followed by an add-in module called **The Dark Side of Xeen**, which will allow movement to a new underworld by means of pyramid portals in the original game. You'll thus be able to take your characters on to the next adventure.

Although Xeen isn't breathtaking, spectacular, or ground-breaking (a comment on the general high quality of Xeen's competition, not a knock on New World), it provides generous amounts of entertainment to gamers looking for some old-fashioned fantasy role-playing built around a solid game engine.

And after Xeen? New World will take a stab at an Ultima Underworld-style 3-D engine. Reality catches up to everyone — even fantasy role-playing designers.

New World Computing, 20301 Ventura Boulevard, Suite 200, Woodland Hills, CA 91364, (818) 999-0606; IBM PC or compatible, 286 or faster, 2MB RAM; VGA; supports AdLib, Pro Audio Spectrum, Sound Blaster, Sound Blaster Pro, Sound Source, Sound Master II; requires hard-disk drive, mouse recommended; $69.95

GREAT NAVAL BATTLES OF THE NORTH ATLANTIC

By Ed Ferrell

Warriors in the North Atlantic wore many masks during World War II — fear on the faces of British merchant seamen attempting to slip vital supplies past German U-boats; a wolf-pack snarl on the lips of German captains stalking Allied sea lanes; the smirk of national hubris as Britain and Germany built some of the largest warships in the world.

With Great Naval Battles of the North Atlantic, SSI enters the graphics-simulation arena without abandoning the strategic and statistical elements on which its reputation rests. The mixture enhances game play, yet isn't without its flaws.

STATION TO STATION

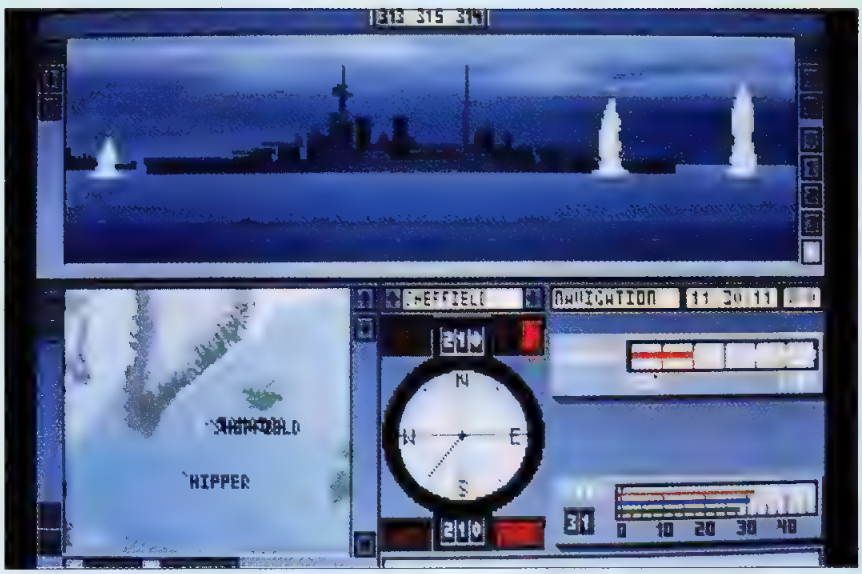
From the *Flag Bridge*, you command all the ships in your task force. A tactical map displays the area of operations, as well as current course, speed, and system status.

If you like, you can set everything on automatic and just ride with the game — not a bad way to familiarize yourself with the many maneuvers you'll need to gain victory at sea in this game.

The numerous interactive stations on board these warships range from *Main Gun Room* and *Navigation* to *Damage Control*. Most battleships have a handful of scout planes that sit waiting on deck until you order them aloft. A quick tour of all the stations gives you a good look at the layout of the ships — and this time SSI gives you something to look at.

From the on-deck observation post you can pan to see the other ships in your formation, or spot any enemy within visual range. Accurate graphics images deliver a good look at these powerful ships — a needed improvement over past SSI icon-laden games. It isn't enough anymore to know your torpedoes did the job on an enemy cruiser. With this first edition of its *Advanced Simulator Series*, SSI lets you get a good look at the burning hulks before they settle to the bottom.

It's fun to take manual control at the *Navigation* station and chase down an enemy vessel. Once within range of your big guns, shift navigation to automatic and take control of your artillery. With this system you can always be where the action is. Another way to play is to stay at one station for the duration of a battle. Play only the main turrets and feel what it was like



Good looks and accurate graphics images distinguish Great Naval Battles.

to sit inside a can firing 13-inch shells all day. Even more claustrophobic is a game consisting solely of damage control. You may do nothing for most of the battle, but when your ship's armor is penetrated, many lives will depend on your ability to allocate resources and command damage-control parties.

The career naval officer will no doubt want to have hands-on control of all ship's systems. Therein lies one of this game's flaws: It takes careful concentration to remember which hat you're wearing in this game, and in the heat of battle you may find yourself commanding the main guns on an escort ship while the rest of your fleet flounders without a commander. In some ways the coupling of strategic and tactical operations reduces the realism of the conflict, as you move from the navigation section of one battleship to the damage-control station of another.

THE SMELL OF SEA SALT AND CORDITE

A fairly standard system lets you wet your feet with several engagement scenarios in which you captain a small number of ships in a brief tactical action. Operational-level games give you control of a significant number of surface units over longer periods of time, and the campaign scenario covers the first four years of the war. In that setup, you'll control multiple ships. The mission is best served by letting the computer manage guns and damage control automatically on individual ships — you're needed for strategic thinking.

A richly illustrated and detailed manual is included, and a special on-line feature pops up to further delineate specific aspects of this era of ocean warfare.

The best of SSI's strategic prowess is preserved in Great Naval Battles. While the hands-on simulation allows operation of day-to-day duties aboard ship — firing main guns and putting out fires — you must also create your navy's overall strategy.

This is a typically satisfying SSI war game, with the addition of great graphics and tactical operations. My appetite has been whetted (and wetted) for more.

Strategic Simulations, 675 Almanor Avenue, Suite 201, Sunnyvale, CA 94086, (408) 737-6800; IBM PC or compatible, 571K RAM, 700K EMS RAM; VGA; requires hard-disk drive, 8.5MB free space, mouse; $69.95

FORGE OF VIRTUE

By Peter Olafson

It's hard to imagine anyone wishing for an even larger Britannia — it's a bit like adding an extra floor to the Sears Tower — but that's just what Origin has gone and done. Forge of Virtue, an add-in disk for Ultima VII: The Black Gate, raises a new island within the mother game, invests it with four new quests, and lets you create a world-beating weapon and top out your character's stats. It's the cherry on a chocolate sundae, a crowning touch for something that was already pretty delectable.

DYED IN THE WOOL

This isn't simply an Ultima VII "outtake" plucked from the cutting-room floor. Conceived during the beta testing of Ultima VII, Forge of Virtue was made possible by the same powerful "library" program used to link that game's separately developed pieces. Unlike add-on disks that lie beside the mother game like sleeping puppies, Forge of Virtue is a self-contained subgame knit right into the fabric of Ultima VII. If it does well — and it deserves to — look for more such follow-up products in the future.

As you'd expect, Forge of Virtue and Ultima VII are very much all of a piece — the same astonishing depth, in-your-parlor intimacy, and in-your-face immediacy. At first, though, it doesn't seem more than a belch in Ultima VII terms. (Don't confuse it with Serpent Isle, the second part of Ultima VII, which may be out by press time.) Forge of Virtue adds only about a megabyte to your hard disk. And you could sail 'round this mountain-ringed island — a stone's throw south of the desert village of Vesper — in a minute or two. (Origin reports that it should add about two to five days of play time to Ultima VII.)

Then you walk through the Moongates and into the quests, and you begin to wonder how they squeezed them all in. Suffice it to say you'll learn a lot about some old enemies, solve a rash of puzzles, and witness at least one utterly spectacular scene — a scene that defies easy descriptions such as "cinematic." It's more like being a cameraman who unwittingly records a horrific turn of events.

Forge of Virtue takes up space in ways other than the purely physical. The bulk of the Isle of Fire is occupied by a ruined castle, the same castle in which the Avatar duked it out with Exodus in Ultima III. It's a desolate, frightening place, a little like Skara Brae, but oh so much lonelier. There are lots of out-of-the-way spots in Ultima VII where the game sneaks up on you, whispers in your ear, and breathes down your neck, but here that sense of being on pins and needles is sustained almost from the moment you disembark in the rock-bound cove.

It's natural that everyone's going to rush off to check out this island paradise as soon as Forge of Virtue clears the shrinkwrap, but this add-in will probably be better appreciated by gamers approaching the end game. To those just setting out, Forge is likely to feel like just another part of a vast hinterland. And that's okay. You can plug in Forge of Virtue at any stage in the game, and the installation program will convert your saved-game files to work with it.

Forge of Virtue also gives you the option of replacing Ultima VII's main executable file with the most-recent version (3.4) — an upgrade that corrects compatibility problems (mainly involving inventory) in the early version of the game. Alas, the program's intensive use of the hard

WING COMMANDER®

PRIVATEER™

In 2670, the Terran Confederation and Kilrathi Empire are still at war.

To some, the conflict means death, slavery or dishonor.

To others, it's the chance to make a fat living.

DOUGLAS 92

ORIGIN®

We create worlds.

An Electronic Arts® Company

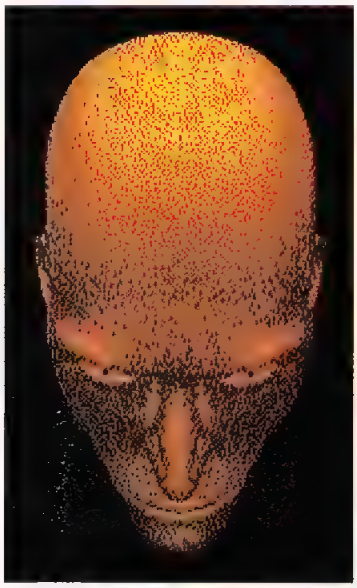
P.O. BOX 161750 • AUSTIN, TX 78716

Available at a software retailer near you or call 1-800-245-4525 for MC/Visa/Discover orders

Privateer is a trademark of ORIGIN Systems, Inc. Wing Commander, ORIGIN, and We create worlds are registered trademarks of ORIGIN Systems, Inc. Copyright © 1992 ORIGIN Systems, Inc. Electronic Arts is a registered trademark of Electronic Arts.

Circle 23 on Reader Service Card

Puzzled?



Then you'll love our Collection of Classic Games!™
This collection offers you games of strategy, skill, and chance - all for $34.99.
For use with IBM PC's running Microsoft Windows 3.x

FEATURES:
*Beleaguered Castle (Solitaire)
*Morris (Board Game)
*Patterns (Puzzles)
*And More!

Available at local software distributors, or call 1-800-831-7611

Star Graphics™

The Game Crafters™

Circle 18 on Reader Service Card.

disk and consequent balky movement haven't diminished a bit. Be warned, though: The switch renders your saved files unusable, so if you're well on in the game and not scratching a glitch, stick with the original version and just hammer in the Forge.

A LOOSE NUT HERE AND THERE

Forge fits very snugly into Ultima VII. The seams don't show, and if you didn't know of the existence of this Ultima McNugget beforehand, you'd never suspect it was anything other than part-and-parcel of the mother game. I do wish that the game's designers had used a few more stitches to weave it in, however.

Forge of Virtue pretty much stands as a separate unit within the game, with quests for the sake of quests rather than as integral parts of the story. It may not *look* like a data disk, but it sure *feels* like one.

And for a game whose creators so dearly love sending players hither and yon in search of solutions, the introduction to the island is disappointingly straightforward. You've barely arrived in Trinsic when the screen shakes with a tremor.

Your pal Iolo, who's just had the shock of seeing you for the first time in 200 Britannian years, somehow still has the presence of mind to suggest that Lord British might know something about it.

Which, of course, he does — Lord British knows all. In fact, he gives you the deed to his boat, which lets you get there if you haven't already bought one, and a crystal, which . . . well, never mind. The designers could have made this part more challenging. Finding the island could have been a quest in itself.

Finally, although the installation program does its complex work neatly and swiftly, it's not without a few snags. Worried that I'd chosen the wrong option at the outset, I tried to reinstall Forge of Virtue and found that, rather than correctly identifying the presence of the new executable file and add-in, it didn't recognize my Ultima VII directory at all. And it balked at the presence of a CD-ROM drive on the system — odd, given Origin's recent dip into that market — until I rebooted with a CONFIG.SYS file that omitted reference to the CD-ROM drive.

But these laments don't amount to more than a few loose nuts in the Ultima VII machine. Forge of Virtue stands as a solid addition to a wonderful game.

Origin Systems, 110 Wild Basin Road, Suite 230, Austin, TX 78746, (800) 999-4939; IBM PC or compatible, 386SX, 386, or 486, 2MB RAM; 256-color VGA; requires Ultima VII: The Black Gate; requires hard-disk drive, 21MB free space; supports AdLib, Roland, Sound Blaster, Sound Blaster Pro (music and sound effects), supports Sound-Blaster digitized speech; mouse recommended; $24.99

KING'S QUEST VI

By Tom Carlton

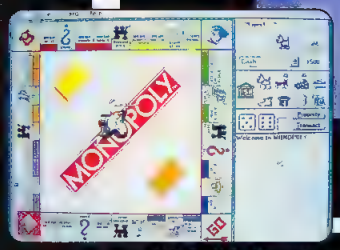
Come one, come all, you wizards of Daventry: Sierra's newest quest ups the ante for even the most dedicated prestidigitators among you. Put on your turban, pull up a joystick, and hold on tight, because King's Quest VI: Heir Today, Gone Tomorrow is a fast-paced game featuring a rich vocabulary, intricate and intriguing puzzles, and a robust plot. This most- recent incarnation of Roberta Williams' fantasy land demands and delivers more than ever before.

A SPECTACULAR START

King's Quest VI's cinema-style graphics, illustrations, and sounds are noticeably enhanced. The introductory scenes are just the start. Imagine 3-D renderings zooming from distant to close-up frames, while simultaneously panning and rotating 360 degrees around the Grand Hall of the Castle of Daventry. This glimpse into virtual reality is one spectacular intro. Similar "photo-

Trade Up!

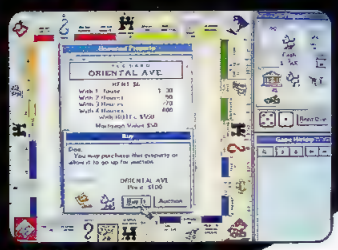
The Game You Grew Up With Has Grown Up Too!



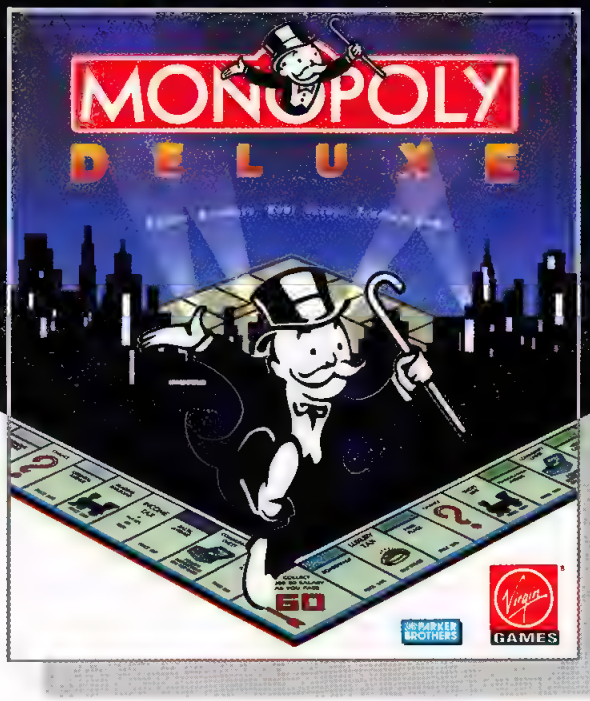
WINDOWS ™ version

IBM PC version

WINDOWS ™ version



IBM PC version



It's more mercenary than your lawyer, shrewder than your accountant, greedier than the IRS and tougher than your granny. Get ready for the most challenging game of Monopoly® you've ever played with MONOPOLY® DELUXE.

Combining 90's technical know-how with plenty of good old-fashioned fun, the bestselling board game of all time is back and better than ever with completely revamped levels of difficulty and greatly enhanced graphics for your computer! You'll get more deluxe for your bucks with dazzling animation of all ten official tokens, easy-as-pie interface, a game activity log that keeps track of all previous moves and the ability to play by traditional or custom-designed rules.

Enjoy the thrill and excitement of wheeling and dealing as you amass, or reluctantly part with, great fortunes buying and selling railroads, utilities and properties of all types. This game's a must for the library of any TRUE gamer or future real estate tycoon!

PARKER BROTHERS

MONOPOLY® DELUXE with the ultimate easy-to-use point-and-click interface will be available this fall in PC and WINDOWS ™ versions.
WINDOWS ™ version features all of the DELUXE features listed above plus the added bonus of easier-to-use point-and-click interface.
For more information, pricing and orders, please call 800-VRG-IN07 VISA, MASTERCARD, AMERICAN EXPRESS and checks accepted.

MONOPOLY® and RICH UNCLE® design are registered trademarks of Tonka Corporation. Rich Uncle© 1936, 1992 Parker Brothers. All rights reserved. Monopoly© 1935, 1992 Parker Brothers, Inc., a division of Tonka Corporation. All rights reserved. Licensed to Virgin Games, Inc. ©1992 Virgin Games, Inc. Virgin is a registered trademark of Virgin Enterprises, Ltd. WINDOWS™ is a trademark of Microsoft Corporation.

Return your authorized version of the original Monopoly® computer game to a participating dealer and receive $10 off your purchase of Monopoly® Deluxe!

Circle 64 on Reader Service Card.

King's Quest VI offers a fast pace, intricate puzzles, and a robust plot.

realistic" illustrations are scattered throughout the story, as are short cartoon segments — both enrich the visual narrative. (We can only imagine what's in store with the soon-to-be-released CD-ROM version of King's Quest VI.)

The plot revolves around Prince Alexander's quest for his true love, the tumultuous Cassima. Does she really care for him? Even if she doesn't, his compelling adoration drives him to save her from a fate worse than death. Shipwrecked, then spewed out upon the treacherous shores of distant lands, Prince Alexander, son of King Graham, faces doom and demise while searching for his beloved in the Land of the Green Isles. New magic and additional spells mark this continuing saga.

The peripatetic prince will find himself using a magical map to travel all around the archipelago formed by the islands of Wonder, Sacred Mountain, Beast, Mists, and Crown. Mistakes result in a one-way ticket — a visit to the denizens of the deep in the Realm of the Dead. You'll want to obtain your passage to visit the Lord of this underworld by good deeds and quick wit. Be prepared to obtain a skeleton key to a chest of secrets in the castle, play *Them Bones* on another's remains, throw down the gauntlet, and collect concoctions for spells yet to be cast.

The vile vizier of the Land of the Green Isles holds Alexander's beloved Cassima captive in the Castle of the Crown, while assuring others that she morns only the recent death of her parents. But what evil part did he play in their demise? What spells must Alex cast to overcome immense odds? You'll want to visit the friendly bookseller and turn the pages of the *Book of Spells*.

Next door to the bookstore is the pawnbroker. Alex must hock his dearest treasure to become a regular client of the clerk there. Here, as everywhere else, the vizier's genie observes Alex's every move. You can't miss him: He's the one with the nasty glint in his eye, even when he's shape-shifting into human, reptilian, or other guises. Containing the genie's power will require assistance from the clown of the court and the wandering lamp peddler. The plot's thick, but don't ignore the swamp stick.

The vizier bears the burdens and assumes the duties of the office of governor of the kingdom. The Isle of the Crown will remind you of the islands of the Aegean, with turban-clad characters from the Ottoman Sultanate, plus some anthropomorphic, sword-wielding, canine court attendants. But the vizier has grand designs for becoming king via marriage to Cassima. Can Prince Alexander prevent this dastardly villain from taking his beloved's hand in marriage?

FAMILIAR, BUT STILL UNCHARTED

Passage to the Isle of Wonder offers an abundance of objects you'll need for a successful mission. Beware and (like a Boy Scout) be prepared, because danger lurks in the bite of a black widow, within the stranglehold of a vicious vine, in the persons of four grisly gnomes, and in the discovery of an incomplete sentence soaking in the surf. If the gnomes believe you're not human, you must collect a number of mandatory items and some optional ones from a bibliophile, a widow's web, an enchanted garden, and a checkered land of royal games. Each new isle is as dangerous as the one before, but offers similar rewards.

Also, let's not forget to mention still another dimension: The Isle of the Beast holds a magical mirror you'll need to bring a tear of grief to the Lord of Death. In addition, the Isle of the Mists provides opportunities for increasing your score. In the Castle of the Crown, Alex assembles his final clues, consolidates his compatriots, corks the genie, and challenges the vizier to a duel to the death.

The puzzles in King's Quest VI are intricate — and more than adequate at keeping out all but the most-ardent pirates of intellectual property. Climbing the Cliffs of Logic requires complete documentation and an imagination worthy of a cryptologist. Serious trouble faces Alex during his sojourn up Sacred Mountain: Walking the catacombs, Alex faces a spike maze, a bottomless pit, and the possibility of crushing death.

This adventure/love story is laced with objects and images from previous Quests, so it maintains a sense of familiarity, while wandering into

A Perilous Adventure of Galactic Proportions!

THE KOSHAN CONSPIRACY

Fend off surprise attacks

Meet strange beings from other worlds

A new generation, programmable B.O.B.

In the 22nd Century, a rare and precious alloy, Echiatone 21, is used to manufacture high end electronics and advanced weapons. The unscrupulous Koshan have managed to secure almost total control over the availability of this material and are using their position to gain more power and influence. The Bureau of Astral Troubleshooters, of which you are an agent, has been hired to release the stronghold the Koshans have over the Echiatone 21 supply. One agent has already failed, will you be able to stop them in time?

FEATURES:

- Incredible futuristic VGA/SVGA graphics
- Over 250 characters and more than 1,000 animated objects
- Create your own Character or choose an existing one
- 4 flight simulators and one driving simulator
- Two combat options
- Test your skill playing games in the arcade

UBI SOFT

Published by UBI Soft Inc. © 1992
1505 Bridgeway, Suite 100
Sausalito, CA 94965
(415) 332-4740
Developed by Computer Dream
Now Available for IBM PC & Compatibles

Circle 76 on Reader Service Card

uncharted adventure. Enhanced graphics and sound combine with an excellent plot to satisfy even the most experienced Quest maven.

It's better than King's Quest V, and it's longer, too, with a unique approach that should please both novice and experienced adventurers. A single, relatively straightforward thread gets you from start to finish, but lots (and I mean *lots*) of subplots and subthreads will sidetrack you if you want to draw out game play.

Like a good wine, King's Quest grows on you. King's Quest VI may be subtitled *Heir Today, Gone Tomorrow*, but it's guaranteed to thrill even the most intrepid PC game player for a long time to come.

Sierra On-Line, P.O. Box 485, Coarsegold, CA 93614, (800) 326-6654; IBM PC or compatible, 286 or faster, 640K RAM; EGA, VGA; supports AdLib, Roland MT-32, ProAudio Spectrum, Sound Blaster, Sound Source, Thunderboard; mouse recommended; $79.95

THE LEGEND OF KYRANDIA

By Barry Brenesal

Welcome to the fairy-tale kingdom of Kyrandia, where (as you must by now anticipate if you dip into role-playing games at all) times aren't so good and evil stalks the land. The villain (there's *always* a villain) is the former court jester, Malcolm, whose broad smile wins few friends once they see his pointed teeth. Many years ago he killed the royal couple, then captured the fabulously magical Kyragem housed in the castle.

Since then, Malcolm has learned how to harness the Kyragem's powers for his own sadistic goals, while all other magic in the realm has begun to wither. The only hope for The Legend of Kyrandia lies with young Prince Brandon, who needs your help to solve the quests that will arm him against Malcolm. The alternative is much too gruesome to contemplate: a kingdom destroyed, a disease-ridden countryside, and $89.99 gone from your wallet.

BUT IT'S GREAT WINDOW DRESSING

Kyrandia's visuals are all you'd expect of Westwood Associates, the company that gave us the first 3-D, first-person-perspective role-playing fantasy, Eye of the Beholder.

Background scenery throughout Kyrandia is extraordinarily good, though some of the finest screens — the *Thriving Tree*, the *Cavern of Twilight* — are pure window dressing and don't contribute much to the story line. (Mind you, they're *great* window dressing.)

Because true 256-color VGA artwork animates so slowly on most current systems, Kyrandia's human characters are drawn in MCGA. What's gained in speed is lost in definition, however. Prince Brandon's face is typical, nothing more than a smear of lines and color.

As it is, there aren't many faces or forms to draw. Fewer than a dozen animated figures cover the entire Kyrandia landscape. This, plus the developer's general skittishness about any character-to-character discussion, makes Kyrandia an unusually quiet game, with almost no speech (except for Brandon's largely repetitive jokes, which eventually get old). Most of the Prince's time is spent alone, as he finds objects and figures out how they fit or work together.

It's a very different approach from that of nearly every other graphics adventure. Given the game's environmental subtext (Malcolm also is destroying the land itself, which is the foundation of Kyrandia's magic), interaction with the environment might have been interesting. But Westwood doesn't choose that course. Instead, the game provides conventional handling of manmade items, plants, and polished gems.

Equaling the quality of the game's visuals is its excellent soundtrack, which surpasses anything done for,

Circle 27 on Reader Service Card.

Better Equipment. Better Sound.

Forget primitive monkey-see-monkey-do technology like Sound Blaster* and AdLib*. Today, even a chimp can hear the difference, between the tinny, toy-box mono of older cards, and ATI's big-as-life *stereo* sound.

Stereo Sound

The fact is, ATI sound cards make monkeys out of the competition. They give you crystal-clear CD-quality sound at sampling rates up to 44 kHz, and add stereo separation to your existing mono software applications and games. They even let you play and record your own stereo sound files.

Software Compatibility

Let yourself really go bananas with ATI's 11-voice FM synthesizer and digital sound support. Full compatibility with Sound Blaster* and AdLib* lets you hack your way through the jungle of games and multimedia software, in DOS or Windows. Our bundled software, including MIDI editing and playback utilities, is more fun than a barrel of monkeys - and a lot more useful.

High Speed Joystick Port

Why let the older type of joystick port throw a monkey wrench into your gaming, with erratic response on today's fast 386 and 486 computers. Our stereo cards let the gamer in you really go ape, with a built-in multi-speed adjustable joystick port that works smoothly on any PC.

Don't add mono sound to your PC when you can have stereo.
Ask for ATI, ask for STEREO•F/X and hear the difference.

STEREO•F/X

Superior stereo sound, with multi-speed game port. MIDI port optional.

VGAWONDER XL

Same great stereo sound, with multi-speed game port and MIDI as standard equipment, *plus* ATI's award-winning VGAWONDER XL graphics - all on a single card.

ATI TECHNOLOGIES INC.

Perfecting the PC

ATI TECHNOLOGIES INC.,
3761 Victoria Park Avenue,
Scarborough, Ontario,
Canada M1W 3S2
Tel: (416) 756-0718
Fax: (416) 756-0720

Copyright © ATI Technologies Inc., 1992. All company and/or product names are trademarks and/or registered trademarks of their respective manufacturers.

Circle 22 on Reader Service Card.

The Legend of Kyrandia offers great scenery, but limited character definition.

say, Sierra. Its light-tone, soft-rock rhythms and unpredictable melodic lines contribute to the game's slightly off-beat atmosphere.

GET IT OVER WITH

There are, however, two substantial stumbling blocks that keep you from enjoying Kyrandia. And neither is named Malcolm.

The quests are one. They're very straightforward and don't overlap, much less run simultaneously.

The resulting lack of places to go and options to pursue makes Legend of Kyrandia much more limited in scope than comparable Sierra or LucasArts products.

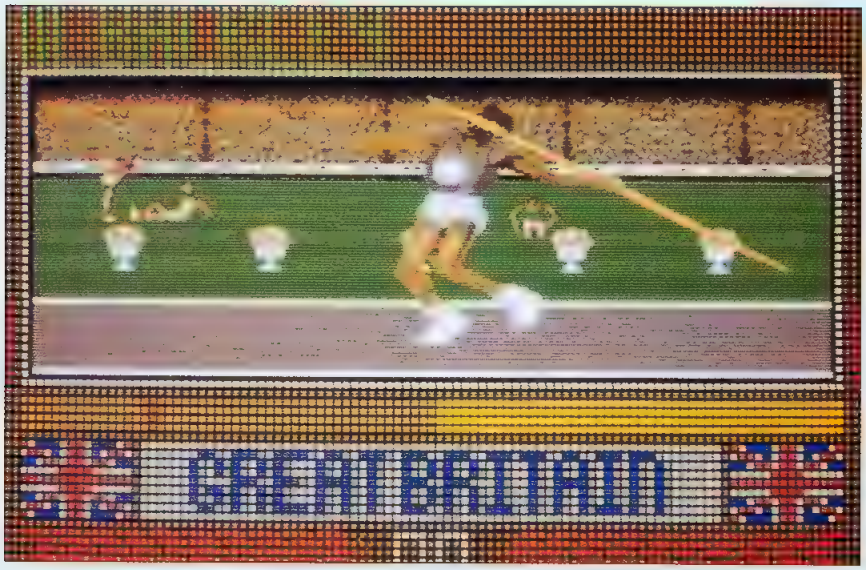
But the puzzles pose an even greater problem. You find solutions through trial and error, rather than by observation and ingenuity.

For example, you have to place gemstones in a certain order upon an altar — yet there are no hints, and logic isn't involved in their selection. Guess incorrectly and you'll burn up your limited gem supply and be forced to search for more. Worse still, there are nearly a dozen different stones, and a precise ordering of four is required.

The way around some of this is the most-used piece of magic in any role-player's bag. It's called *save game*. It's unfortunate, though, that after you've run through one of these puzzles five to 50 times, petrification or television sets in, save-game feature or not. And even if you do succeed with a puzzle, you feel less like yelling *I did it!* than *Thank God that's over!* There's no sense of accomplishment associated with the successful random combination of objects, because you haven't really succeeded in anything personal.

Which is what it all comes down to. No amount of breathtaking imagery or attractive music in a graphics adventure can offset an absence of tangled plot, involving characters, clever puzzles, and expressive dialogue. In short, it lacks most of the elements that take a game off the screen and bring it to life — and drop you down, delighted and amazed, right in the middle of it. Kyrandia's not such a fun place after all.

Westwood Studios/Virgin Games, 18061 Fitch Avenue, Irvine, CA 92714, (714) 833-8710; IBM PC or compatible, 640K RAM, DOS 3.3 or later; VGA, MCGA; supports AdLib, Roland MT-32/LAPC-1, Sound Blaster, Sound Blaster Pro; requires hard-disk drive; $89.99



With Carl Lewis' advice can you train your athletes to excellence?

THE CARL LEWIS CHALLENGE

SUMMER CHALLENGE

By Ed Ferrell

Oh, for a return to yesteryear, when athletics were pristine and unsullied by corporate sponsors. Yeah, right.

The ancient Greeks just had some good PR. It's a well-disguised fact that the original Olympics, supposedly started around 775 B.C., were canceled near the end of the 4th century B.C. for rampant profes-

sionalism. That puts the modern Games — which began in Athens in 1896 and have continued to the present day, except for pauses during World Wars and other moments of global tension — in a slightly different perspective.

Action in Barcelona last summer proved that today's international gold-digging is as fierce as in Homer's time, though now teams come equipped with high-tech training techniques and pockets loaded with dollars, yen, and marks. We need to return to the days when Olympic competitors were the best amateur athletes in the world. Either that, or let's just do it all with computers.

Two new games computerize the Olympic experience. And, as in the games they emulate, only one can wear the gold.

Summer Challenge's graphics images, interface, and sound go for the gold.

FARTLEK? WHAT'S FARTLEK?

The Carl Lewis Challenge from Psygnosis, a British import, is long on running, as you'd expect. The "challenge" here is to take a group of athletes through training and competition in five events: high jump, long jump, 100-meter sprint, 110-meter hurdles, and javelin throw. Carl Lewis has already vowed to compete in the 1996 games in Atlanta, but in the meantime he's available for some on-line advice as you train your potential Olympians.

In training you develop each athlete's basic conditioning; no matter how fast you move your mouse in the arcade event, they'll go no faster than they're trained to do.

1996: The Seeds of
ARMAGEDDON

The world of 1996 is about to explode!

Six major Alliances and five smaller 'Neutrals' compete for world dominance. Take control of an Alliance and guide it to victory.

BUT BEWARE...

Short and long term memories, changing objectives and battles fought on the ragged edge make every opponent unpredictable and dangerous. The latest in Game Intelligence guides your opponents. They're a nasty lot, and they never play the same game twice.

To win, you'll need planning and persistence. Nine types of Ground, Air and Naval combat units to carry out global strategy on a theater-tactical level. Develop your forces. Crush your opponents' armies, sack their capitals and loot their treasuries, lay waste their production bases. Just remember, they are NOT helpless; they'll do the same to you!

For IBM-PC Compatibles
640K, EGA/VGA,
Hardrive and 5.25 required.

TO ORDER: See your software retailer or call AuroraSoft Orders Dept. with VISA or MC.
1-800-448-0115
$39.95 + $5.50 Shipping and Handling ($6.50 Can.)

©1992 AuroraSoft. All rights reserved.

AuroraSoft
"You'll Swear It's Human"

Circle 33 on Reader Service Card.

Everything from isometrics and isotonics to weight lifting and fartlek running is available to fill your athlete's five-week training schedule. You must determine the exercises on which your athletes will concentrate, the number of times a day they'll train, and the intensity with which they'll practice. Strength and agility are required to compete in the javelin; speed suffices for an athlete destined to run the 100-meter dash. It's a challenge to set up a schedule that will train and tune your athletes without burning them out.

Weekly reports indicate whether an athlete's training has improved his or her speed or agility, power, and stamina. Overtraining works against you, and you've got to constantly remember that training a medal-winning hurdler differs from training a javelin chucker. Carl Lewis appears and suggests exercises for your athletes, as well as techniques you can work on for the arcade portion of the game. (You'll have to refer to the manual to find out what fartlek running is, though.)

If your training program works, some of your athletes will qualify to compete in their events. This is the arcade section of the game, in which your own "athletic" skills are required. You move the mouse or joystick, or pound keys on the keyboard, to control an athlete's speed, rhythm, and action.

In the hurdles, for instance, you move the mouse back and forth as fast as you can to increase your athlete's speed. The left mouse button makes your runner jump the hurdle — if you've timed it right. As in real life, jumps that are timed wrong knock down hurdles or make the athlete take a hands-on-the-track fall. The action replay may help you spot your mistakes, or let you relive some moments of glory.

Except for the title sequence featuring digitized action photos of Carl Lewis, this game's graphics fail to capture the realism expected in today's PC sports titles. Screens look like light-bulb marquées and don't come close to what's possible in VGA. They also take a long time to load.

THE GLITTER OF GOLD

Following up on the success of its Winter Challenge, Accolade's Summer Challenge is an eight-event test of your Olympic abilities. Some of the more-unusual Olympic events are included here, such as archery, kayaking, pole vaulting, and an equestrian challenge. The introduction to the game features some opulent opening ceremonies, and serves as an enjoyable prelude to the marvelous graphics of the events themselves.

Each event was videotaped and digitized, with the perspective most often placing you squarely behind the competitor. That's not only the best seat in the house, but also the best from which to compete. Summer Challenge's digital sound effects also help make the action come alive, as crowds roar approval at record hurdle times and moan with disbelief if you're dumped from your saddle.

The only training included in Summer Challenge is arcade training. No hidden qualities exist — either you perform in winning fashion or you go home empty-handed.

The equestrian event is one of the most dazzling. Take your mount around the jump course with up-, right-, and left-arrow keys. The spacebar makes the horse jump — unless you're too close to the obstacle and your mount obstinately refuses. No animals were harmed in the making of these segments, but you'll still flinch when you take a fall.

Kayaking is also terrific. Controls again are simple: The right-, left-, and up-arrow keys make your entrant paddle, and by using shift-cursor combinations, your kayaker digs in for a hard, sharp turn. All events are timed, and your place on the leader board flashes each time you finish.

LIQUIDATIONS CLOSEOUTS & BARGAINS

If you think you can't afford quality commercial software...think again! Although we carry the top 100 software hits and a full line of accessories for your IBM compatible, we specialize in closeouts and liquidations. Let us do the bargain hunting for you! Find out why thousands of computer users choose us as their one stop supplier.
We publish one of the best catalogs in the industry. Call or write for your free copy!

For Example :

Armor Alley	$10
Blue Max	$15
Das Boot	$15
Def. of Crown	$10
Double Dribble	$10
Drakkhen	$16
Future Wars	$15
Megafortress	$15
Mon. Night FB	$13
NBA	$8
Super Sunday	$8
Thud Ridge	$10
Time Bandit	$8
Treasure Island	$10
TV Sports F.B.	$10

SOFTWARE SUPPORT

CALL TOLL FREE TODAY!

Software Support International
2700 N.E. Andresen Rd., Suite #A-10
Vancouver Wa 98661
(206) 695-1393
IBM - C64/128 - AMIGA

1-800-356-1179

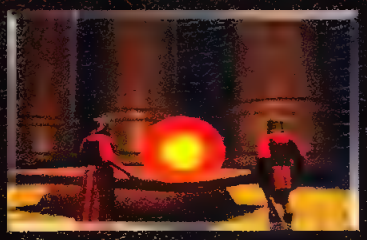
Major Credit Cards Accepted.

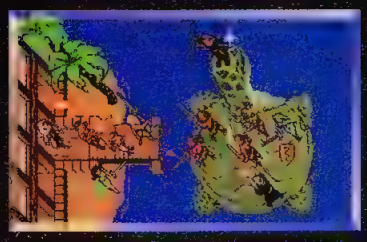
Circle 45 on Reader Service Card.

Ultima® VII

PART TWO

SERPENT ISLE™





SERPENT ISLE FEATURES:

- An original story line continuing the *Ultima VII* adventure, but no previous *Ultima* experience is necessary. *Serpent Isle* is a stand alone game.
- An unexplored region of Britannia with new terrain features — you'll even trudge through ice and snow.
- "Paper-doll" system that lets you select clothing, armor and weapons from a detailed, full-length view.
- Large, close-up portraits of every character you meet – in 256-color VGA/MCGA graphics.
- Digitized speech, enhanced sound effects and a dynamic musical score (with supported sound boards).
- Available for 386SX, 386, 486 or 100% compatible systems.

ORIGIN®

We create worlds.®

Available at your favorite software retailer or call 1-800-999-4939 for MC/VISA.

Copyright © 1992 ORIGIN Systems, Inc. Ultima is a registered trademark of Richard Garriott. Origin is a registered trademark of ORIGIN Systems, Inc. Serpent Isle is a trademark of ORIGIN Systems, Inc. We create worlds is a registered trademark of ORIGIN Systems, Inc.

Circle 4 on Reader Service Card.

The Lost Files of Sherlock Holmes brings out the detective in every PC game player.

The loneliness of the long-distance runner needn't affect your life just because you've gone Olympic. Summer Challenge can accommodate up to ten human players, all of whom get to pick the countries they represent and the appearance of their athletes.

These two games challenge not only you, but each other. In a head-to-head comparison, it's clear that Summer Challenge gets the gold. Its graphics images, interface, sound, and event selection win hands-down. In the final judging, Summer Challenge is not only more fun to look at, it's simply more fun. Carl Lewis has its moments, and you might even learn something from him about training, but for exciting Olympic-style computer fun, pick Summer Challenge.

Carl Lewis Challenge: *Psygnosis, 29 Saint Mary's Court, Brookline, MA 02146, (617) 731-3553; IBM PC or compatible, 640K RAM; 256-color VGA; supports AdLib, Sound Blaster; $49.99*

Summer Challenge: *Accolade Software, 5300 Stevens Creek Boulevard, San Jose, CA 95129, (800) 245-7744; IBM PC or compatible, 10MHz or faster recommended, 640K RAM; EGA, VGA, MCGA; supports AdLib, Roland, Sound Blaster, Sound Blaster Pro, Thunderboard; $54.95*

THE LOST FILES OF SHERLOCK HOLMES

By Bernie Yee

Sherlock Holmes seems to be on the comeback trail, at least as far as the PC is concerned. Last year, ICOM's Sherlock Holmes, Consulting Detective, a CD-ROM title, let you sleuth with one of fiction's greatest characters. Now, Electronic Arts' Lost Files of Sherlock Holmes drops you again into Doyle's world and into the midst of a grisly murder. Lost Files proves to be a solid excursion into adventuring. Although there's no dazzling breakthrough here, it's an experience that's rich with story. It's enticing to anyone who enjoys a dip into detective work.

IS JACK BACK?

The game begins in Holmes' flat on Baker Street, where the famous crime solver waits with his trusty sidekick, Dr. Watson. Inspector Lestrade, chief of police, delivers a message to Holmes: A murder's occurred in a back alley outside a theater. The *modus operandi* looks suspiciously like that of Jack the Ripper, and Lestrade's obvious conclusion is that the Ripper has resurfaced. Holmes, however, isn't so easily convinced. In this 15-megabyte graphics adventure, you take over as Holmes, piece together the mysterious puzzle, and uncover the wrongdoer behind it all. As you suspect, nothing is as it seems, and, no, the killer isn't Moriarty.

You'll interview witnesses and associates, examine the corpse, and pore over other objects. To get you in the mood, Lost Files starts with an atmospheric introduction to the streets of 1888 London, complete with animation and plenty of color, music, and sound. You even see the murder of an actress — presumably beautiful, for this is, after all, pulp fiction.

As in many adventure games, if you can pick it up, you'll probably need it. Other tasks to turn Holmes loose on include manipulating certain objects, such as his flat's crime lab, to determine the origin and importance of key pieces of evidence.

You'll also need to travel around London, heading toward particular districts of the city as you uncover the facts. As you examine the murder victim's perfume, for example — a gift from an ardent young admirer turned murder suspect — a new area of the London map is highlighted with an image of a boutique. Just point and click there and a tiny horse and carriage appears, taking you and Watson (who follows you everywhere) to the new location.

Lost Files' interface is fully point-and-click, too. You don't have to (or get to) type in your own questions to the game's characters, but instead pick from a menu of possible questions and answers. This keeps the conversation's tone suitably "Sherlockian," but here, as in many other games that restrict your responses and your prodding, it forces the game into simplicity.

The rest of the interface is just as idiot proof. Although it doesn't use Sierra's multi-icon mouse system, Lost Files gives you a number of commands at the bottom of the screen, such as *open*, *pick up*, and *talk*. You should talk to everyone, includ-

You Call The Shots.

Dive down an island canyon as blasts buffet your biplane and you head toward your landing strip —a speeding train! Trade your stunt pilot's stick for a megaphone and direct the action from the ground, a moving vehicle, even the air. Edit the explosive footage you've filmed with the thunder of sound effects, music and voice-over* in the post-production studio.

Do it all. Fly. Film. Edit. Or just watch it all unfold. It's up to you.

Stunt Island is a flying and filmmaking paradise. With more than 45 dynamically-correct aircraft, 30 diverse shot locations, 1,000 pre-built props and eight cameras at your disposal. All made graphically real through advanced Gouraud shading in 256-color VGA.

All at your command.

Disney SOFTWARE

STUNT ISLAND

The stunt flying and filming simulation

TO ORDER: Visit your software retailer or call 1-800-688-1520.

Published by Walt Disney Computer Software, Inc.
500 S. Buena Vista St., Burbank, CA 91521-6385
For IBM and 100% compatibles
Actual VGA screen shots
* Sound Blaster card and microphone required
© DISNEY

Circle 125 on Reader Service Card.

ing Dr. Watson, who often has some interesting insights or clues.

WHAT SAY YOU, WATSON?

But it's your power of deductive reasoning that ultimately wins (or loses) the day. Watson is an underutilized asset, and would have been a good source of on-line hints for frazzled Holmeses who get stumped on any single puzzle. At least the good doctor keeps a journal, though, which records your conversations and actions. Although the review process can be tedious, it beats keeping notes on paper.

Lost Files' animation and graphics aren't quite up to some of the exquisite images found in competing adventures, but they're more than up to the task at hand. They sport a certain charm and provide atmosphere. Screens generally are colorful, and while the characters look a little cartoonish (bucking the recent trend toward rotoscoping and digitizing live actors), they don't detract from game play. To EA's credit, objects appear in economy size, keeping the search for clues from degenerating into a pixel-by-pixel hunt. Sound and music are neither intrusive nor overdone, and there's a good deal of digitized speech, complete with British accents.

The Lost Files of Sherlock Holmes doesn't approach the complexity of Deadline, Infocom's watershed all-text interactive murder mystery from way back, but it's a captivating jaunt into the back alleys of London. It's not particularly difficult — making it a good pick for beginning adventurers — and it rewards the patient person who remembers that observation, logic, and deduction are the key to solving a mystery. After that, everything else is elementary.

Electronic Arts, 1450 Fashion Island Boulevard, San Mateo, CA 94404, (415) 571-7171; IBM PC or compatible, 16MHz 386 or faster, 640K RAM, DOS 5.0 or later; supports AdLib, Roland, Sound Blaster; requires hard-disk drive, mouse recommended; $69.95

JOHN MADDEN FOOTBALL II

FRONT PAGE SPORTS: FOOTBALL

By Wayne Kawamoto

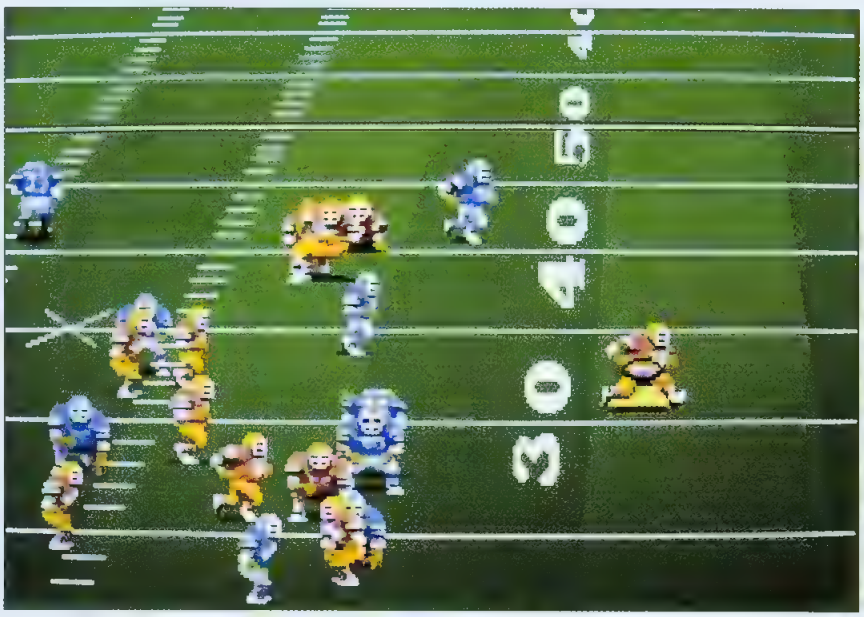
Mud, grass, and astroturf aren't the only places titans meet on Sunday afternoons. You also can play football within the virtual reality of your PC — play, in fact, with the kind of dream teams and dream playbooks possible only with digits of 1s and 0s, not some rich owner's dollars. PC pigskin buffs can pick from two recent releases — Electronic Arts' John Madden Football II and Dynamix's Front Page Sports: Football. Both break into the clear and go long with exceptional gridiron action and strategy.

IS THAT A FOOTBALL OR A SUITCASE YOU'RE CARRYING?

EA's John Madden Football II is the sequel to its successful predecessor. Dynamix, meanwhile, though better known for its flight simulators and adventure games, enters the football huddle with an impressive début, Front Page Sports: Football. Today's sophisticated, cutting-edge football games — and both of these new titles fit into that category — offer coaching strategy, a strong foundation in football fundamentals, solid statistics, optional but involving arcade action, and great graphics. Anything less is as obsolete as a leather helmet. Neither one of these titles disappoints.

Both Front Page Sports: Football and John Madden Football II are winners — more Miami Dolphin than New England Patriot. In both, you can call and design the plays, substitute and set the lineup, and control the arcade action amidst excellent graphics. With these games it's easy to lose your head (or helmet) in PC football. From a strategic coaching standpoint, though, Madden's untouchable. The program includes 81 plays, many from Madden's own Raiders playbook, and is infused with the Big Guy's distinctive coaching style and managment philosophy.

As Madden himself writes in the manual, the idea is to compare your team's strengths carefully in order to take advantage of your opponent's weaknesses. John Madden Football



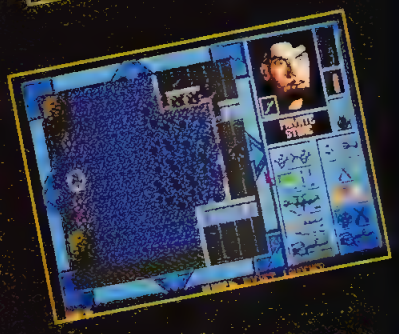
EA adds another winner to the lineup with John Madden Football II.

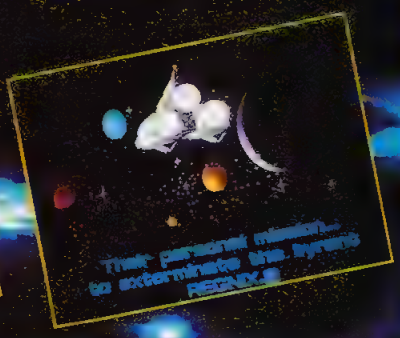
The fate of the free planets hangs in the balance...

LASER SQUAD

LASER SQUAD is a futuristic, tactical wargame that captures life-like characters of a commando unit. Every move must be carefully calculated to account for the morale, energy, and strengths of each soldier.

In each scenario you are allocated a number of "credits" to spend on armor, weapons, and ammunition. The best choice of equipment depends very much on the nature of the mission you are undertaking.





- Dozens of weapons and ammo including assault rifles, rocket launchers, grenades, and laser weapons
- Select from four armor types, each with weight and protection qualities
- Strategic map, showing position of your own units and any enemy units that are spotted
- Five missions each with different objectives and strategies
- Morale, stamina, strength, and agility ratings for all commandos
- For one or two players

To order Laser Squad call MicroLeague at
1-800-334-MLSA
or visit your local retailer.

Circle 84 on Reader Service Card.

MICROLEAGUE
interactive Software

2201 Drummond Plaza • Newark, DE 19711-5711 • (302)368-9990

COMPUTER
SPORTS
GAMES

IBM • APPLE II • C-64

THE MOST REALISTIC
STRATEGY/SIMULATION COMPUTER
GAMES ON THE MARKET TODAY!

3 IN 1 FOOTBALL
Unmatched statistical accuracy • Stats compiler • Full team and player statistical breakdown • You call the plays and timeouts • Compare scouting reports • Use the two-minute rule • Over 500 teams included, pro and college from 1948 to present!

BASKETBALL - THE PRO GAME
You're the coach and you choose line-ups, shot selection, style of play and much more • Stats compiler • Full team and individual player stats kept for up to an 82 game schedule • All players rated by actual statistics and tendencies • 27 current teams and over 190 great teams from the past included!

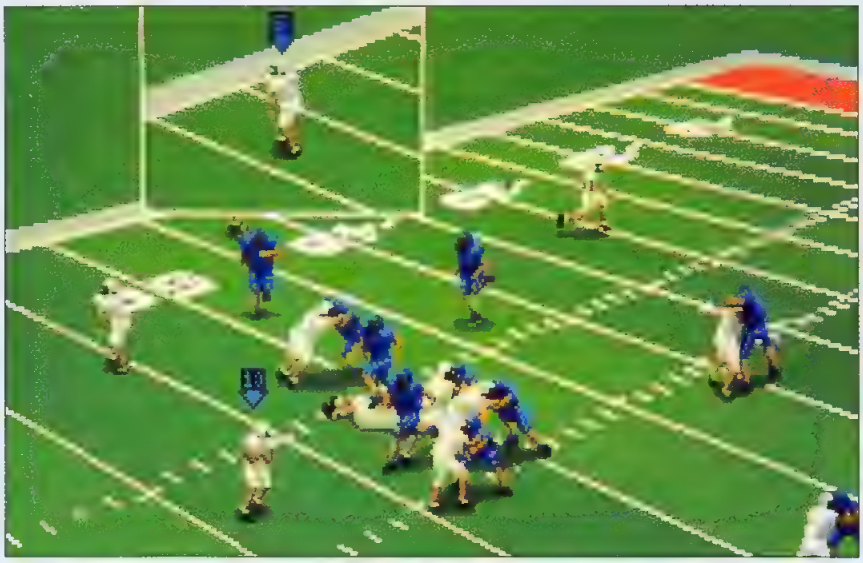
COURT-SIDE COLLEGE BASKETBALL
Included are 286 teams from the most recent season and 70 all-time greats • Player statistical accuracy from ability to tire and foul to overall contribution factor • Stats compiler • You determine style of play, whether to press or use 45 second clock, weather game played at home court or neutral site and much more!

Many past season's discs available. For more information, write or call for free brochure.

ORDER TODAY! Mail check or money order for $39.95 each for Apple II or C-64 or $49.95 each for IBM, or call in and order with VISA or Master Card. Please add $3.00 for shipping and handling.

©LANCE HAFFNER GAMES

P.O. BOX 100594 • NASHVILLE, TN 37224
615/366-8088
Circle 2 on Reader Service Card.



Dynamix joins the huddle with Front Page Sports: Football.

II lets you compare ratings, head to head, between any two opposing players. Although you can review the numbers, the program simplifies the process by indicating a positive (+) number when you have the advantage and a negative (–) when you're at a disadvantage.

Of course, you can construct your own plays. Play design is flexible, and lets you designate individual paths where players run and block. Because all these *X*s, *O*s, and arrows get tedious, particularly when you're designing blocking plays, the program offers group tasks you can use and edit later to your liking. Once you're finished, you can do a slow-motion walk-through to see what each player does, then practice the plays against your choice of defenses. Madden himself makes an appearance, both in the manual and on line, where he's more than willing to suggest plays.

You decide how tough to make the opposition. Differing settings let you play at a beginner's level, in which you have more time to throw and the other team's defense reacts slowly, or at the top level, where the digital coach shows no mercy. You can also play against a friend. It's unfortunate that the teams in Madden are make-believe. There are teams based on Madden's picks, though, as well as composites of Madden's own Raiders, an all-time All Star team, the '80s 49ers, and the '70s Steelers.

In arcade mode, John Madden Football II gives you the option of controlling offensive players, but when your team's on defense, the computer takes over. There's no thrill of a solid sack or leaping interception. To pass, you simply aim the crosshair after the snap, avoid the oncoming rush, lead your receiver, and fire away. Madden also features an adrenaline-like extra effort when you want a player to push for that extra yard or two.

The biggest problem with Madden II is its disappointing graphics. Arcade action is merely good, because the game's cartoon-style images — exaggerated players and that oversized football, for starters — make it hard to follow the action. In fact, what you see on the PC from Madden Football II might be more comfortable on a Sega or Super Nintendo video game. Even in its most recent version, Madden can't match other pigskin products in the graphics department.

BETTER THAN INSTANT REPLAY

Dynamix's newer Front Page Sports: Football also lets you call the plays and run some arcade action. In addition to playing coach and quarterback, though, Front Page lets you step

A legendary year in the history of naval conflict has returned.

Actual screens may vary.

The Pacific Solomons 1942. Setting for a series of naval confrontations that would change the course of World War II. And the setting for the first in a new series of spectacular Pacific War simulations from MicroProse.

Task Force 1942 is your chance to command a fleet of destroyers, cruisers, and battleships against aggressive enemy forces in the South Pacific.

No detail has been overlooked in this painstakingly researched simulation. Torpedo wakes. Thrilling night combat. Blinding explosions. Flares. Even harsh weather conditions. All presented in breathtaking realism.

Issue commands to ships and convoys. Fire torpedos into enemy backsides. Control crucial battle positions. Shell enemy targets. Confront enemy ships head-on. And, if you choose, lead the Japanese forces into battle.

Task Force 1942 from MicroProse. It's the *only* way to experience the thrills...and risks...of naval combat in World War II. To order, visit your nearest retailer or call **1-800-879-PLAY.** Call today.

TASK FORCE 1942

SURFACE NAVAL ACTION IN THE SOUTH PACIFIC™

MICROPROSE™

ENTERTAINMENT • SOFTWARE

180 Lakefront Drive, Hunt Valley, Maryland 21030-2245

© 1992 MicroProse Software, Inc. ALL RIGHTS RESERVED.

For IBM-PC/Tandy/compatibles.

Circle 11 on Reader Service Card.

into the shoes of the team owner and general manager.

As team owner, you can trade players, release them, sign up free agents, and even participate in the college draft. Players on the fictional teams are rated on categories such as speed, acceleration, agility, strength, intelligence, and discipline. As coach, you call any of the game's 200 stock plays, design new ones, and control team practices. When you design your own playbook, Front Page lets you try out new offensive plays against your choice of defenses. Front Page also includes a feature more common to PC boxing games — a training camp at which you sharpen and strengthen your team. If your team is fast, for instance, but lacks agility, you can run the players through more footwork and fewer speed drills.

Front Page features optional arcade control for both offensive and defensive players. In addition to the standard directional controls, Front Page provides dives, leaping catches, stiff arms, or spins. To get beginners going, the quarterback can throw timed passes automatically. In more-advanced modes, you not only control the handoffs, but direct the receiver through the pass zone after the quarterback releases the ball.

Play can span a single season (16 games) or several seasons. Up to 28 teams can play in the league, with all available to human players. You can password-protected player-controlled teams. (You may be playing among friends, but football *is* competitive.) As the season progresses, Front Page compiles and displays team standings, league schedule, league leaders, injuries, and trades for all teams.

The game also promises some fluke football conditions that make real-life sports unpredictable, such as hailstorms, high winds, and even marching bands that might come out on the field at the wrong time — undoubtedly inspired by that famous Cal Berkeley-versus-Stanford game. (These features weren't available in the under-construction copy reviewed here.)

In play creation and editing, Front Page can't be touched. You can define plays before and after the snap, which means you can put players in motion before the hike. This simulation also assigns logic to key players, so you can simply tell offensive players to look for the pass or block before going out, for instance, or key defensive players on specific opponents. And if that's not enough, Front Page Sports: Football features the best graphics and animation available in any football sim. The program's 8000 frames of animation make player movement natural and turn tackles and runs into ultra-realistic scenes. You even can replay the action from nine different angles.

Both John Madden Football II and Front Page Sports: Football are exceptional games — so much so that making the call is almost a coin toss. Football fans will enjoy both, but there are differences. Madden is the best strategic football game on the market. Head-to-head comparisons, along with Madden's advice on the field and pro-inspired teams, make the game a pleasure to play. It's unfortunate, though, that its graphics don't match its strategic inspirations. Front Page Sports: Football features a more-comprehensive play editor, added elements such as drafts and trades, and outstanding visuals. The hard-core strategic player may enjoy Madden more, but for the rest of us, Front Page Sports: Football rushes for daylight and a place on the hard-disk drive. If you have to pick, pick Front Page.

Front Page Sports: Football: *Dynamix, 99 West 10th, Suite 337, Eugene, OR 97401, (503) 343-0772; IBM PC or compatible, 386SX or faster, 2MB RAM; VGA; supports AdLib, ProAudio Spectrum, Roland, Sound Blaster, Sound Blaster Pro, Thunderboard; requires hard-disk drive; $69.95*

John Madden Football II: *Electronic Arts, 1450 Fashion Island Boulevard, San Mateo, CA 94404, (415) 571-7171; IBM PC or compatible, 640K RAM; EGA, VGA; supports AdLib, Roland; $49.95*

REALMS

By Barry Brenesal

You may think that elves are cute and Viking heroes are noble, but warfare in the fantasy world of Realms is no spectator sport — it's kill or be killed. Save the speeches for victory celebrations — you have more than

Realms brings a new perspective to fantasy and war games.

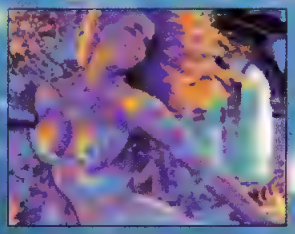
STEVE MERETZKY'S

SPELLCASTING 301

VGA 256-COLOR

SPRING BREAK

Welcome to the Royal Fiesta Hotel...



VESA compatible Super VGA support.

Follow the sun and the scent of coconut oil straight to Fort Naughtytail where Ernie Eaglebeak parties hardy with his fraternity pals in this high energy seaside romp. Ernie is hoping to find sand in all the wrong places, but ends up battling a rival fraternity from back home in a series of zany beach contests complete with gorgeous babes, wet T-shirts, mud wrestling and body surfing.

...where you can relax after a day on the beach...

Richly detailed environment allows unlimited exploration.

Ernie must use his wits and a healthy dose of magic to save the honor of his fraternity. There's a lot to do, and the Ft. Naughtytail Police Dept. is desperately trying to keep everyone from doing it!

...or enjoy the finest in evening entertainment.

256-color VGA! Stunning original art plus digitized "Girls of Spring Break."

© 1992 Legend Entertainment Company
Spellcasting 301: SPRING BREAK is a trademark of Legend Entertainment Company.
ALL RIGHTS RESERVED. Actual VGA graphics shown.

Circle 65 on Reader Service Card.

LEGEND™
ENTERTAINMENT COMPANY

14200 Park Meadow Drive, Chantilly, VA 22021
Distributed by Accolade, Inc.
To order, visit your local retailer
or call 1-800-245-7744

enough to keep you busy. Realms is a full-featured, colorful, difficult, and absorbing game, with no two sessions alike. Both war-game and fantasy enthusiasts will enjoy it for a change of pace, each group finding something familiar twisted into a strange and new perspective.

TOUGH, MEAN, AND MERCILESS

First, you plan; your goal is perfect resource allocation. View each city in your empire; provide what it needs to stay loyal, growing, and well buttressed against attacks. Expand boundaries, build walls, buy grain. Lower taxes in times of plague; raise taxes in times of plenty. Worry as your wartime economy crumbles. Hire as large an army as your overstretched budget allows, and provide it with the best armor and weaponry that suits its training and background. Never fear — you'll need those soldiers very soon.

On to battle. Send your forces across land and sea, besiege unfriendly cities, and read important messages about the war's progress. Keep other troops on home patrol. Watch opposing soldiers line up on a 3-D isometric battlefield (complete with six kinds of terrain). Determine your armies' formations when they attack, and adjust their commands as the battle progresses.

If all this sounds like well-developed but standard warfare, Realms' appearance is anything but standard. This game relies on visually stunning imagery drawn from the dark side of fantasy role-playing. Its drawings and colors are somberly metallic, recalling book covers and posters of bleak, devastated lands and grim warlords.

Realms offers nine basic scenarios, though only seven are mentioned or described in the accompanying documentation. They range from two-party conflicts to no-holds-barred conflagrations among five separate nationalities. (Four of them are computer controlled.) The default setting has you playing as the human side, but you can just as easily assume the role of Vikings, Amazons, elves, dwarves, orcs, or barbarians. Each group has its assets and drawbacks, which are only partially revealed to their would-be commander.

And, of course, their performance is affected by their pay. Morale suffers if you haven't got money, and demoralized troops perform poorly. You can always issue a promise of pillage — that pleases the soldiers — but the enemy tends to take a dimmer view. Lay waste to one of their cities, and enemy armies are likely to fight that much harder and longer.

If playing field commander isn't your style, Realms lets youbypass the tactical play-by-play. You can receive the results on the kingdom-wide map view while continuing with other commands. Of course, computer-resolved battles won't factor in your personal flair for well-timed attacks or clever troop positioning. On the other hand, the computer won't gape in frozen panic as a group of mounted hammer-wielding Vikings gallop down on your elven archers, so it all evens out. The choice is up to you.

WAGE WAR, NOT COMMERCE

Given the differing levels on which Realms operates — resource allocation in individual cities, isometric battlefields, and real-time map overview — it's amazing that this game is so well integrated. The program carries out transferral between levels and from city to city quickly and smoothly — minus the long loading lags associated with so many recent games.

The few potentially attractive elements missing from Realms include the ability to declare truces and to conduct trade between rival powers (comments on the back of the box notwithstanding). The game's designers would have added a new dimension to the game if they had incorporated pledges of support,

K-D Software
IBM Entertainment Specialists
Great Falls Avenue • P.O. Box 448 • Rochester, NH USA 03867
Orders Only 1-800-533-6772 • Information 603-332-8164 • FAX 603-332-8125

HARDWARE		ADVENTURE		SPORTS		AIR & SPACE	
C. Labs MPC & CD drive	440	Amazon	45	Wayne Gretzky 3	39	Aces of the Pacific	45
C Labs MPC Upgrade Kit with CD Drive & SB Pro	650	Dune 2	Call	John Madden Football 2	*39	Aces: RAF Mission	Call
CH Flight Stick	49	Dagger of Amon Ra	*45	Links 386 Pro	45	B-17 Flying Fortress	39
Maxx Pedals	54	Dark Seed	*49	Links Course Disks	17.5	Birds of Prey	35
Maxx Yoke	74	King's Quest 6 VGA	49	MicroLeague Football 2	35	F117A Nighthawk VGA	48
Sound Blaster	129	Legends of Kyrandia	39	Tom Landry Football	35	Falcon 3.0	49
Sound Blaster Pro	210	I. Jones Fate of Atlant	39	NFL Challenge (Konami)	35	Falcon 3 0 Mission	*28
T. Master FCS Pro	125	Lost Files of Sherlock Holmes	49	Front Page Football	CALL	F-15 Strike Eagle 3	49
T. Master Flight Stick	86	Rex Nebular	39			Jump Jet	39
T. Master Weapons Contl	86	Out of this World	39	SIMULATION		Mantis: XF3700	39
T. Master Rudder Pedals	125	Police Quest 1 VGA	24	Airforce Commander	39	Red Baron VGA	39
Carmen World DLX CDROM	75	Space Quest 5 VGA	45	Car & Driver	42	Red Baron Mission	*29
Wing Commander 2 CDROM	65	Spellcraft	39	Carrier Strike	46	Shuttle Simulator	39
Beauty & The Beast CDROM	42			Civilization	47	A.T.A.C.	39
Loom CDROM	52	ARCADE		Carriers at War	45	Strike Commander	48
Secret Weapons CD ROM	75	Lemmings	35	Siege	42	Stunt Island: Fly & File	39
Space Quest 4 CD ROM	49	Terminator 2029	45	V for Victory: Utah Beach	49	Maximum Overkill	49
More CD's Please Call		Tristan	35	Castles 2	39	Wing Commander #2	48
		Goblins	28	Patriot	42	Wing Commander Speech	15
				Great Naval Battles	49	Yeagers Air Combat	39
				Theatre of War	*39		

* ROLE PLAYING GAMES

* Cyber Empires	35	M&M: Clouds of Xeen	48
* Darklands	*39	Might & Magic 3	42
* Dark Queen of Krynn	35	Spellcraft	39
* Quest for Glory 3 VGA	45	The Summoning	42
* Eye of Beholder 2	42	Prophecy of the Shadow	42
* Dark Sun	49	Ultima 7 VGA	48
* Wizardry 7	45	Ultima Underworld	48

Design & Play Your Own Animated VGA games with GAME-MAKER
In Stock 5¼ or 3½
$89.00

1-800-533-6772
CANADA NOW TOLL FREE
— FOREIGN ORDERS WELCOME —

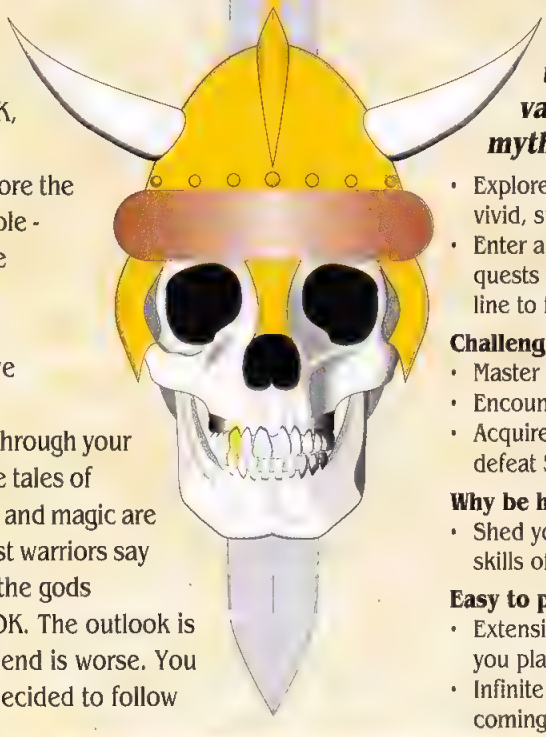
2-Day Air Frieght Only $4.00*
New Titles Arriving Daily
FAX 603-332-8125

We ship immediately depending on availability. We accept MC/Visa, money orders, certified checks, personal and company checks with printed street address and telephone numbers, others 2 weeks to clear. Please add $4.00 sh pping & handling. We ship C.O.D. though UPS ground at no extra charge. Foreign orders are shipped Air Postal Service, cost is based on weight and destination. Prices subject to change. Compatibility not guaranteed but software is guaranteed. *Per prepaid order. Lower 48 states only.

Circle 94 on Reader Service Card.

ADVENTURE LIKE NEVER BEFORE...

RAGNAROK™



The year is 999 A.D. The time of great dread has come. Long have the Viking prophets foretold of RAGNAROK, the final battle of the gods, which will determine the fate of the world. From before the ancient times, the great gods of your people - Odin, Thor and the forces of Asgard - have championed the human race and have withstood the power of evil Surtr and his hordes of fire demons. Now the days have become dark and cold.

Many travelers and warriors have passed through your village into the wild lands beyond. Strange tales of distant lands, wizards, powerful creatures and magic are whispered by firelight. Some of the boldest warriors say that the final great Viking quest is to aid the gods themselves as they prepare for RAGNAROK. The outlook is grim, but to stay behind and wait for the end is worse. You have packed your belongings and have decided to follow the dark trail into the forest...

It's time to break the mold. Step up to RAGNAROK and role-play the vast, unbounded world of Norse mythology.

- Explore over 100 action-packed realms, featuring vivid, superfast VGA graphics.
- Enter a highly interactive world where you pursue quests and adventures as you see fit... no set story line to follow.

Challenging and Intriguing.

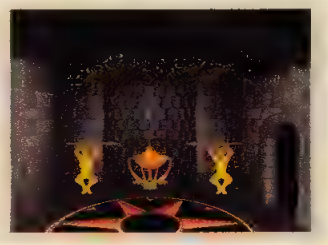
- Master the use of over 200 magical artifacts.
- Encounter up to 200 distinct races of beings.
- Acquire the skills and knowledge needed to finally defeat Surtr and his hordes of Fire Demons.

Why be human?

- Shed your human form as you learn the arcane skills of polymorph and transformation.

Easy to play!

- Extensive on-line help and intuitive interfaces have you playing immediately.
- Infinite variability and non-stop action will keep you coming back.



NOW AVAILABLE FOR IBM & COMPATIBLES!

TO ORDER:

Visit your retailer or call 1-800-892-3488 to order. VISA/MC and checks accepted.
Norsehelm Productions, Inc.; P.O. Box 494388; Redding, California 96049-4388.

NORSEHELM PRODUCTIONS INCORPORATED

Circle 58 on Reader Service Card.

united blockades, backstabbing, and other charming examples of the art and science of politics.

But Realms has plenty to offer without any additional modules or commands. Realms doesn't scrimp in its strategic planning, tactical combat, or fantasy images. It demonstrates consistent imagination and attention to detail throughout — and that's rare.

Virgin Games, 18061 Fitch Avenue, Irvine, CA 92714, (800) 874-4607; IBM PC or compatible, 640K RAM, DOS 3.3 or later; EGA, VGA, Tandy 16-color; supports AdLib, Roland LAPC-1/MT-32, Sound Blaster; $59.99

Cosmic Gender Bender: a sci-fi graphics adventure with a unique plot.

REX NEBULAR AND THE COSMIC GENDER BENDER

By Bernie Yee

While Les Manley and Leisure Suit Larry battle it out for King of Polyester, Roger Wilco — Sierra's science-fiction adventure pseudo-hero — has had free run of the space lanes. Until now, that is.

Rex Nebular and the Cosmic Gender Bender is MicroProse's answer to Sierra's galactic janitor — and Rex provides a few big laughs of his own. It's a departure, of sorts, for a company best known for military-hardware simulations and Sid Meier's creations, though these days it's actually not out of character. In fact, MicroProse has been pushing into categories it previously ignored — such as role-playing (Darklands) and now this humor/science-fiction graphics adventure.

PG-13

Rex Nebular (the game, not the guy) is interesting. Structured as a flashback, the game begins with a spectacularly animated cinematic sequence with full digitized voice support. Rex recovers a vase for an erstwhile employer and relates his story of travail and woe. The game begins where Rex's flashback ends, on board his spaceship, wrecked and trapped at the bottom of a sea in an alien world. No ship and certainly no vase are at hand, and you must guide this misguided spaceboy up and out of his dilemma. You must find the vase and a new ship to boot.

Your first goal is to recover all the necessary items on your ship, then escape. If it's movable, take it. Once you locate the objects you need, you'll be able to swim into the sea. The animation of Rex swimming is convincing as he kicks his way around the sea floor, avoiding nasties while finding a way out without alerting the sky patrol that seeks his untimely demise.

The graphics images are well done, easily equaling Sierra's Space Quest series. But the animation of Rex walking and moving and otherwise acting befuddled seems to be rotoscoped, or based on actual human movement. The bottom line is that it all looks more like a digitized rendition than an animated cartoon.

In the spirit of Leisure Suit Larry, Rex is full of PG-13 humor and minor nudity, but you can meddle with the game's "naughty/nice" setting for more-conservative game play. As in all these kinds of games, though, the humor is relatively mild, even in 256-color VGA, and is certainly less suggestive than any number of prime-time soap operas. Although the game's sense of humor may be seen by some as off-color (and a bit sexist, with neither gender safe), it's all meant as a joke.

PUT ON A DRESS

Rex Nebular's story posits a planet populated solely by women. (The designers obviously wanted to share their fantasies with the rest of us.) In this world, women have won their gender war, whupped their version of Clarence Thomas, and done away with the hairier sex. No men, unfortunately, means no babies, so they've turned to technology — the Gender Bender — to reverse a person's sex to help repopulate the planet. The Gender Bender even lets you play Rex as a woman (*Paris Is Burning* has nothing on this place) in order to infiltrate the goings-on.

With no "real" men in the world, Rex becomes a valuable commodity for the first time in his pathetic life. He's extremely popular with the undersexed women and the power-

SIT DOWN DITKA. MOVE OVER MADDEN.

TOM LANDRY STRATEGY FOOTBALL IS HERE!

The all-or-nothing decisions. The bone-busting action. The thrill of victory. It's all here in the most realistic pro football strategy game ever introduced!

Co-designed by one of pro football's greatest coaches, Tom Landry Strategy Football puts *you*

You'll thrill to super animation and sound effects as the action unfolds!

in the coach's seat. You'll choose from thousands of offensive and defensive formations. Then watch your plays unfold in eye-popping animation!

You can analyze in-depth game

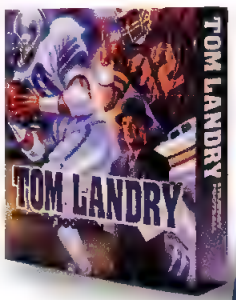
"Ask Landry" for advice from one of the greatest coaches of all time!

Enjoy "point-and-click" menus that make everything fast, fun and easy!

stats and scouting information. Make substitutions. Check weather conditions. Get on-line help, from the basics to advanced coaching tactics. And "Ask Landry" when you want advice from one of the best minds in the game.

Make the right decisions, and you'll coach your team all the way to a Super Bowl victory!

See if you've got what it takes to go the distance. *Order Tom Landry Strategy Football today!*



Call now to order or for the name of a dealer near you!

1-800-238-4277

Merit Software™ 13635 Gamma Rd., Dallas, TX 75244
214-385-2353 ©1992 Merit Software

IBM® PC and Compatibles 5.25" (1.2 MB) and 3.5" (1.44 MB) disks enclosed. Requires: DOS 3.3 or higher, 286 or higher, 640K RAM, VGA Graphics, Hard Disk, and Mouse. Recommended: DOS 5.0 and 12 MHz or faster. Sound Support: Ad Lib,® Sound Blaster,® PC speaker and more.

Circle 67 on Reader Service Card.

The Summoning sports unique touches that give it flair and style.

mad rulers of this planet. But he has his own problems to solve — recover that vase, remember?

This interface avoids the type of icon-fest Sierra has unleashed. A small list of general verbs is available, and each object (such as a blowgun or binoculars) has its special verbs, too. Of course, Infocom forbid, you don't have to do anything as mechanical as typing — just point and click all over the screen and you can do things such as *hose down the monkey with the blowgun*. (Don't worry about the galactic ASPCA; many of the indigenous life forms have no love for Rex.)

Puzzle-solving suffers from the universal interface syndrome — graphics-adventure puzzles seem to decline to the level of a pixel hunt, whether it's opening the right compartment, finding the right item, or discovering all the exits. At its novice setting, Rex Nebular is appropriately easy. Advanced and expert settings let you turn up the difficulty. Even then, though, Rex is essentially a linear game, except for occasional backtracking to retrieve a necessary item left behind.

Although it certainly hasn't fumbled the ball, neither has MicroProse advanced graphics adventuring by any meaningful amount. The music and sound effects are both suitably B-movie-like and amusing; the animated sequences are well choreographed and often very funny to boot. If you're hankering after a different approach when the science-fiction-adventure bug hits you next, don't wait for the next Space Quest. Rex Nebular lets you put on a dress without feeling guilty. And maybe you'll even laugh about it, too.

MicroProse Software, 180 Lakefront Drive, Hunt Valley, MD 21030, (410) 771-1151; IBM PC or compatible; 16MHz 286 or faster, 640K RAM, 1MB to 2MB recommended; VGA; requires hard-disk drive; supports AdLib, Covox, Roland, ProAudio Spectrum, Sound Blaster; $69.95

THE SUMMONING

By Barry Brenesal

Life in the fantasy lane is tough. Every time you turn around, there's another power-crazed magician trying to take over the world. Need an example? Try The Summoning, a new role-playing game from SSI. One of *Them* is at it again.

He's the Shadow Weaver, a nasty character who's amassed a horde of evil mercenaries, skeletons, and other violent riffraff for his unstoppable army. Because he's knocking off all organized resistance, the Royal Council of Wizards and Warriors has trained you to infiltrate his mammoth labyrinth alone.

Chris Straka developed The Summoning, which continues the tale of his earlier (and out-of-print) Darkspyre. The two share more than a designer; both are real-time, action/strategy games that pit a single character against legions of powerful foes. They feature identical magical systems, and take place in dungeons that provide greater field of vision than a line-of-sight perspective allows. The Summoning, however, is more sophisticated and attractive and includes a lot of extra touches that reveal a programmer who isn't afraid to grow.

IT'S GOT IT!

Take mapping. Not only do The Summoning's level maps reflect your explorations, but you can print them for later reference. And while Darkspyre featured a single-person dungeon, in The Summoning dozens of individual non-player characters occupy the Shadow Weaver's domain. All are eager to help or hinder your quest. There's a printing option available here, too, in case you want to record these simple, but important, conversations. There's even a three-level trainer's dungeon that helps you learn the interface. And you'll need all the help you can get, because The Summoning includes another 29 levels. Each has its own unique characteristics.

The Summoning's biggest threat to dungeon visitors, though, comes from its sadistically clever traps and puzzles. There are pits, teleport squares, and rooms that contain enough monsters to worry the fire marshal. Or you may step on an unavoidable pressure plate, triggering a pair of gigantic metal balls that roll in from either end of a long hall.

See us at CES Las Vegas

Cobra Mission

You stumbled back to your office after a long day of detective work. But before you can get cozy with a whiskey bottle, there's a message waiting on the phone machine.

"This is a life and death emergency!! Young ladies have been disappearing left and right, and now, Donna is missing!! We need your help!!

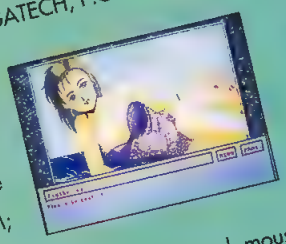
Please come quickly!!!

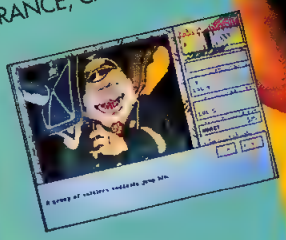
Donna's rescue is only the beginning of this sizzling adventure. There's dozens more tantalizing women held against their will. Free them from the evil clutches of General Kaiser, Cobra's psychotic master criminal overlord, and they will thank you in ways that will leave you screaming in ecstasy.

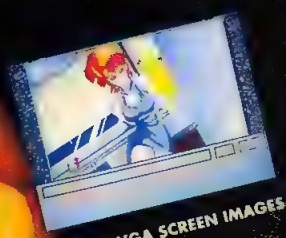
You'll be dazzled by the quality of the full screen ANIMATION graphics and find yourself reacting physically and emotionally to them! It's AWESOME!!

Megatech is offering Cobra Mission for an introductory price of **$49.95** (regularly $79.95) plus $5.00 shipping and handling. CA residents add 8.25% sales tax.

To order, call 800-258-MEGA and use your VISA or Mastercard. Or send check or money order to MEGATECH, P.O. BOX 11333, TORRANCE, CA 90501







ACTUAL VGA SCREEN IMAGES

System requirements: 286 or faster machine with 640K RAM; hard disk with min. 12 megabytes of available space required, mouse recommended. Graphics compatible with EGA, MCGA and VGA (VGA highly recommended). **Sound support:** Sound Blaster Pro, Adlib Gold

Companies and products mentioned are registered trademarks of their respective holder.

R RATED R (This program is voluntarily rated due to the partially violent and adult nature of the graphic imagery.) This program is intended for mature audiences only!!! No sales to minor under 18 and where prohibited by law.

BOND WAS HOT STUFF.
SO WAS ARNOLD.
NOW IT'S YOUR TURN.

MEGATECH

Circle 26 on Reader Service Card.

Your only hope is to think thin, then zap a couple of well-placed spells. With all this for your character to handle, it's a good thing that The Summoning doesn't overcomplicate its controls. There are no chasms to swing across or multiple attack styles to try. All commands are relatively simple and easy to access.

The Summoning's visuals are uniformly hi-res 256-color VGA, and just as uniformly excellent. There's a sense of style and detail about this game that standard SSI fare of the recent past (such as the assembly-line Dragonlance series) lacked. You don't just find chain mail; yours has a spiked helmet, gold epaulets, and a green fur-lined cape. Your character's appearance changes, too, each time you alter clothing and weaponry.

Object handling is similar to that in Eye of the Beholder and the Ultima Underworld series: Point and click on one of the 20 slots in your inventory, and transfer its contents to either hand for use. Containers such as chests and bags hold smaller items. Your strength rating governs the weight you can manage, of course, and anything over that (barring amulets) wears you out quickly.

FEARS TO REST

Five other factors — endurance, agility, accuracy, magic talent (number of spells you hold in memory), and magic power (the force of each spell) — control your character's abilities. Although traps and non-player characters are always placed identically, character customization helps make for some very differently structured games. Skills, on the other hand, improve with use, and there are four weapon and magic classes to master. Each magic class governs a group of related spells, but it's important to develop proficiency in more than one kind of weapon for that sad time when your trusty longsword finally breaks.

If SSI's recent Prophecy of the Shadow tends to reinforce fears that the company is putting a different face on the same unimaginative ideas, The Summoning should help change that misconception. This is a colorful, challenging, well-designed, smoothly animated, and bug-free game. There's nothing original in The Summoning, but every detail is treated with the flair and imagination necessary to keep any dungeon lover occupied for many baleful moons.

Strategic Simulations, 675 Almanor Avenue, Suite 201, Sunnyvale, CA 94086, (408) 737-6800; IBM PC or compatible, 640K RAM, DOS 3.3 or later; VGA; supports AdLib, Sound Blaster; requires hard-disk drive, mouse recommended; $59.95

UTOPIA

By Peter Olafson

Anyone can copy an idea — that's the way we get clones. We all know about clones, right? But take two ideas and wrap 'em around each other to make something entirely new — that's clever. And that's Utopia. A product of Konami's recent partnership with England's Gremlin Graphics, this spaceward synthesis of SimCity and PowerMonger is a colony-building simulation of pleasant depth, though regrettably one with an unfulfilled potential.

MAKE LOVE, MAKE WAR

It's an idea fairly blossoming with possibilities. As wonderful as those two ancestral games are, they're also potentially fraught with frustration — specifically, frustration at not being able to go that next step and use your glorious city or empire for something more than just bragging rights. You can build or conquer in such games, but rarely both — Civilization is a notable exception — and never at a block-by-block level of detail.

Utopia gives you just such an assignment. Build an off-world colony, make it run, make it race against time. Make its people happy and productive, make babies and bombs, and, at length, defend it against one of a number of persistent alien races.

Utopia is played from an isometric point of view that makes it seem as though you're looking down at a square segment of a tabletop model. The scrolling landscape is varied, easy on the eyes, and even occasionally bizarre. You use a series of icons to construct or demolish buildings that range from the mundane (housing and stores) to colony specific (flux pods and solar reflectors); summon a map (with a number of useful overlays); designate destinations for the land and air units you'll build; assign workers to different industries; set research and espionage budgets; dabble in a commodities market to supplement your monthly colony grant; or consult any of six advisers.

Yes, that does sound like fun, doesn't it, and at least the first few times through, Utopia *is* enjoyable stuff. As usual in this kind of enterprise, connections are crucial. You can't get the workshop to turn out tanks until your mines are producing ore and your armaments labs are turning out weapons. You can't fly a fighter until your chemical plants have started to harvest fuel (and until you've found fuel to harvest).

But an equally striking feature is Utopia's level of specialization. Research here is broken down into military and civilian divisions and, if well funded, will generate as many as 18 technological advances. Some of them include heavy weapons, detection devices, and structures to convert space moss to oxygen. There are four levels of spying, with detail and accuracy of reports dependent on money spent. And while many of the buildings you'll create have a standardized output, some offer information or toggled functions individually. Clicking on a hospital gives you control over birth rate, for instance.

Throughout, the game's designers display a delightfully light touch with this material. The petite animations of aircraft and tanks are subtle and charming. When you send them off on a retaliatory strike, you'll feel

positively patriotic. It's a shame there's little sound, though. The game's audible cues to new messages from spies or new production output insinuate themselves neatly into your synapses, and there's even a brush with humor here and there. (Try to build during a month in which you've scheduled a sporting event.) And if the smooth-scrolling square of territory stops with a border mid-building, it displays a cutaway of the interior.

SAME OLD, SAME OLD

It's cute, but is it fun? Yes. Is it challenging? Certainly, especially in the later of the ten scenarios. Is it worthwhile? Yes, but only up to a point.

For one thing, the scenarios play too similarly. The terrain and the alien races change, but the same tactic ultimately seems to produce the same results. It might be nice if Utopia cooked up some SimCity-style problem-solving scenarios with already-developed colonies. (A Utopia scenario disk has been released recently in Europe for the Amiga version — of which this is a conversion — so perhaps we'll see something in this vein eventually.)

The war-game elements are fun, but limited. While you can dispatch units to the enemy city easily, that urban area exists only conceptually and off the map, so you can't wreak the sort of industry-specific havoc the enemy can on you.

You can't even retrieve surviving off-map units. Nor is there a way to engage a given enemy unit at close quarters. About all you can do is flag a particular position, dispatch your units to the flag, and trust that the enemy will still be around when your people get there.

Utopia needs to give us a better visual sense of a living community — a monorail, a conveyor belt, an astronaut planting a flag, anything. Once hostilities break out, there's a lot going on, of course — tanks moving, enemy hang gliders bombing, missiles firing — but during peacetime your utopia seems a rather empty place, with twirling dishes and blinking lights of radar stations and flux pods the only signs of life. (That they run at time-lapse-photography speed doesn't help.) SimCity cities *feel* like *cities*. Utopia's colonies sometimes feel like a bunch of buildings.

Beyond that, the game is home to a number of minor irritants. Utopia was designed to be mouse driven, yet it's not really intuitive. You've got to click on a special close icon to escape the graphics-selection windows, for example.

And Utopia doesn't create a permanent configuration file, so you must identify your graphics and sound adapters each time you play.

Finally, the copy protection is more than annoying, because it requires that you plug in the page number for some shadowy pictures from the 48-page manual. Nothing's perfect. Not SimCity or PowerMonger, not even Utopia.

But it's a terrific idea in search of a bit more articulation. I'd buy a sequel in a second.

Konami, 900 Deerfield Parkway, Buffalo Grove, IL 60089-4510, (708) 215-5100; IBM PC or compatible, 16 MHz 286 or faster, 640K RAM, DOS 2.1 or later; EGA, VGA, Tandy 16-color; supports AdLib, Roland; requires mouse, hard-disk drive recommended; $49.95

TENGEN'S ARCADE HITS

By Lafe Low

Recycling is all the rage these days. Domark joins in by recycling five of Tengen's older arcade titles as a single, low-priced package called Tengen's Arcade Hits. These five games may not be true hits, at least not in the same sense that classics such as Space Invaders, Arkanoid, and Zaxxon were blockbusters, but they're certainly among Tengen's most notable stand-up efforts.

SOFTWARE PREVIEWS

10 years ago we were ahead of our time . . . call us if you'd like to catch up!

Call

1-800-433-2938

for a free listing or to place an order

AMIGA * IBM * MAC
ATARI * CD ROMS
GENESIS

WEDGWOOD COMPUTER

5312 Woodway Drive
Fort Worth, Texas 76133

MasterCard VISA AMERICAN EXPRESS DISCOVER

Circle 46 on Reader Service Card.

Tengen's Arcade Hits: Is it just a collection of bargain-bin titles?

All you have to do is open the box to see that this compilation is definitely a recycling job. Each game — Toobin', Klax, Hard Drivin' II, Escape from the Planet of the Robot Monsters, and APB — comes on its own disk, which you can't, by the way, install on your hard-disk drive. So make your backup copies, pick a game, and let's go.

TUBES AND TUMBLING

Toobin' is one of those games that amaze simply by virtue of their concept: It's actually a computer game about floating down a river in an inner tube?

That's just what you're doin' in Toobin'. To make a sport of it, you have to avoid certain obstructions, pass through gates for extra points, and pick things up out of the river. Obstacles on (and under) the water include pointed logs, snakes, alligators, nasty fishermen casting lures, and wild Indians pelting you with arrows.

You'll need to pick up beer cans floating in the river — no, this isn't an ecologically correct game — to throw at those pesky fishermen and Native Americans along the banks. Toobin' is good fun. There's plenty to keep you busy, so you won't have a dull river ride. I've just got one question: Why not forget the PC and float down a real river in a real tube instead?

Unlike Toobin', Klax deserves the arcade-hit nameplate. If you already have one of the titles in this five-pack, it's probably Klax, a game that reels you in with an allure similar to Tetris'. Instead of fitting shapes into spaces, though, you're assembling "klaxes" out of the tiles tumbling toward you. A *klax* is simply a row of tiles of the same color. As you'd expect, the more klaxes you assemble and the more levels you complete, the faster those tiles tumble. You can get fancy and earn extra points for diagonal klaxes, and there are "wild cards" (flashing tiles), which you can use to assemble interlocking klaxes if they fall at the right time. Except for a two-player mode, that's about all the tricks up Klax's sleeve. For its simplicity and straightforwardness, Klax is at the top of the heap.

AUTOMOBILES AND ANDROIDS

If Test Drive III is the Guinness Stout of driving simulations, Hard Drivin' II is Coors Light. That's not necessarily bad — sometimes you want fewer calories, or a shorter, less complicated game.

Because Hard Drivin' II is a simple driving simulation, you'll be whizzing by the other cars on the road in no time. Hard Drivin' II sports five preconfigured tracks, as well as a track editor that lets you design your own raceways if you yearn for the road less traveled. To spice things up, you can race against a computer-controlled opponent. If you have two computers, Hard Drivin' II can connect you to a human opponent on another PC or even an Amiga. It's unfortunate, though, that keyboard racing is klunky. If you really want to rip up the road, make sure you have a joystick.

If games were really like the movies, you'd play Escape from the Planet of the Robot Monsters for about ten minutes before moving on to a feature software attraction.

Your mission is to rescue the human hostages who have been imprisoned on Planet X by the evil Reptilons. Sound like something you'd see on Saturday-morning TV? You'll have to find your way around the factories on Planet X in your search. Along the way, you can pick up extra food, bombs, and energy crystals for your ray gun.

Imagining that you're Buck Rogers is little more than a trip into nostalgia, because Escape looses its appeal quickly. Ten minutes will probably do the trick.

COPS 'N' ROBBERS

APB (*all-points bulletin*) has about as much in common with real police work as Tetris has with building walls. You play a cop in pursuit of criminals, including the city's most wanted. No complicated plot here — APB is an extremely simple game that shows an overhead view of your squad car and has you apprehending crooks by driving up behind them and turning on your siren. (If only real police work was this easy.)

Catch your quota of litterbugs, and you're re-assigned to the vice squad; crash into too many civilians or miss your quota, though, and you'll lose points and get a lecture from the chief. Believe it or not, you even have to stop at a donut shop. Pulling into the donut shop earns you, ironically

Isn't It Time You Played David Leadbetter's Greens™?

If you're tired of using your sand wedge as a shovel, play **David Leadbetter's Greens**. It's the 3-D golf simulation that improves your game.

The golf instructor who helped Nick Faldo, Nick Price, and Ian Baker-Finch become champions can help you rise from course duffer to club pro.

Under his guidance, you'll adjust stance, swing, tee, and ball positions. You'll view shots from seven different angles. And you'll even analyze your performance through slick instant replays and graphic hole-by-hole analysis.

David Leadbetter's Greens from MicroProse. Crawl out of the bunker and get your copy today.

For a free catalog dial 1-800-879-PLAY

MICROPROSE™
ENTERTAINMENT • SOFTWARE
SERIOUSLY FUN SOFTWARE

© 1992 MicroProse Software, Inc. ALL RIGHTS RESERVED

Circle 48 on Reader Service Card.

ADVERTISERS INDEX

RS #	ADVERTISER	PAGE
14	Accolade	45
126	Accolade	83
83	Ad Lib Multimedia	1
22	ATI Technologies	57
33	Aurorosoft	59
55	Azeroth	27
93	Aztech Labs	43
19	Chips & Bits	81
5	Creative Labs	CV. 4
32	Delphi	7
75	DigiTek Software	5
60	Electronic Arts	13
27	GameTek, Inc.	56
66	GEnie.	41
*	I.B. Magazette	9
49	Impressions Software	29
77	Impressions Software	19
94	K.D. Software	70
115	Konami	25
2	Lance Haffner Games	66
65	Legend Entertainment	69
51	Mahoney Software Products	86
26	MegaTech	75
67	Merit Software	73
56	MicroLeague Sports Assoc.	65
11	Microprose	67
16	Microprose	31
78	Microprose	47
48	Microprose	79
12	New World Computing	11
58	Norsehelm Productions	71
28	Origin Systems	51
4	Origin Systems	61
3	Sierra Network	33
23	Sierra On Line	85
61	Sir-Tech Software, Inc.	3
45	Software Support Intl.	60
121	Spectrum HoloByte	CV. 3
18	Star Graphics	52
*	Strategic Simulations, Inc.	CV .2
116	Thrustmaster	80
76	UBI Soft	55
37	Virgin Games	23
64	Virgin Games	53
125	Walt Disney Computer Software	63
46	Wedgwood Rental	77

Free Product Info

DIRECT TO YOU
AT NO COST OR OBLIGATION

Want to Know More About Products Or Services Advertised In This Issue?

Here's How.

- Print your name and address where indicated.
- Tell us about yourself by answering the questions.
- Circle the numbers on the card corresponding to the reader service number for products or services that interest you.
- Tear out and mail the card – the postage is on us.

NO OBLIGATION.

Literature on products and services will be sent to you directly from advertisers, free of charge.

PC GAMES **Reader Service Card**

January Issue valid until March 15,1993

Name _____ Phone [_____]

Address _____

City_____State_____Zip_____

I Please check off your age category.

a. ☐ 10-14 b. ☐ 15-18 c. ☐ 19-24 d. ☐ 25 and over

II Which of the following products do you plan to purchase in the next 12 months?

e. ☐ Adventure Games
f. ☐ Fantasy/Role Playing Games
g. ☐ Sports Simulation Games
h. ☐ Vehicle Simulation Games
I. ☐ Educational Games
i. ☐ Sound Board
j. ☐ Graphics Board/Upgrade
k. ☐ Joystick
m. ☐ CD-ROM Drive
n. ☐ MPC (multimedia) Upgrade

1	11	21	31	41	51	61	71	81	91	101	111	121	131	141	151	161	171	181	191
2	12	22	32	42	52	62	72	82	92	102	112	122	132	142	152	162	172	182	192
3	13	23	33	43	53	63	73	83	93	103	113	123	133	143	153	163	173	183	193
4	14	24	34	44	54	64	74	84	94	104	114	124	134	144	154	164	174	184	194
5	15	25	35	45	55	65	75	85	95	105	115	125	135	145	155	165	175	185	195
6	16	26	36	46	56	66	76	86	96	106	116	126	136	146	156	166	176	186	196
7	17	27	37	47	57	67	77	87	97	107	117	127	137	147	157	167	177	187	197
8	18	28	38	48	58	68	78	88	98	108	118	128	138	148	158	168	178	188	198
9	19	29	39	49	59	69	79	89	99	109	119	129	139	149	159	169	179	189	199
10	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200

PC GAMES **Reader Service Card**

January Issue valid until March 15,1993

Name _____ Phone [_____]

Address _____

City_____State_____Zip_____

I Please check off your age category.

a. ☐ 10-14 b. ☐ 15-18 c. ☐ 19-24 d. ☐ 25 and over

II Which of the following products do you plan to purchase in the next 12 months?

e. ☐ Adventure Games
f. ☐ Fantasy/Role Playing Games
g. ☐ Sports Simulation Games
h. ☐ Vehicle Simulation Games
I. ☐ Educational Games
i. ☐ Sound Board
j. ☐ Graphics Board/Upgrade
k. ☐ Joystick
m. ☐ CD-ROM Drive
n. ☐ MPC (multimedia) Upgrade

1	11	21	31	41	51	61	71	81	91	101	111	121	131	141	151	161	171	181	191
2	12	22	32	42	52	62	72	82	92	102	112	122	132	142	152	162	172	182	192
3	13	23	33	43	53	63	73	83	93	103	113	123	133	143	153	163	173	183	193
4	14	24	34	44	54	64	74	84	94	104	114	124	134	144	154	164	174	184	194
5	15	25	35	45	55	65	75	85	95	105	115	125	135	145	155	165	175	185	195
6	16	26	36	46	56	66	76	86	96	106	116	126	136	146	156	166	176	186	196
7	17	27	37	47	57	67	77	87	97	107	117	127	137	147	157	167	177	187	197
8	18	28	38	48	58	68	78	88	98	108	118	128	138	148	158	168	178	188	198
9	19	29	39	49	59	69	79	89	99	109	119	129	139	149	159	169	179	189	199
10	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200

Free Product Info

DIRECT TO YOU
AT NO COST OR OBLIGATION

NO POSTAGE NECESSARY IF MAILED IN THE UNITED STATES

BUSINESS REPLY MAIL
FIRST-CLASS MAIL PERMIT NO. 1217 BOULDER, CO

POSTAGE WILL BE PAID BY ADDRESSEE

PCGames
P.O. Box 8853
Boulder, CO 80328-8853

NO POSTAGE NECESSARY IF MAILED IN THE UNITED STATES

BUSINESS REPLY MAIL
FIRST-CLASS MAIL PERMIT NO. 1217 BOULDER, CO

POSTAGE WILL BE PAID BY ADDRESSEE

PCGames
P.O. Box 8853
Boulder, CO 80328-8853

Want to Know More About Products Or Services Advertised In This Issue?

Here's How.

- Print your name and address where indicated.
- Tell us about yourself by answering the questions.
- Circle the numbers on the card corresponding to the reader service number for products or services that interest you.
- Tear out and mail the card – the postage is on us.

NO OBLIGATION.

Literature on products and services will be sent to you directly from advertisers, free of charge.

FREE GAME WITH EACH ORDER OVER $100 CALL 800 753 GAME

IBM WARGAMES

Action Stations	$29
Action Stations Scen 1	$14
Amer Civil War 1 - 3 Ea	$22
Battles of Napoleon	$24
Blitzkrieg Ardennes	$24
Bravo Romeo Delta	$34
Campaign	$29
Carriers at War	$39
Carrier Strike	$42
Carrier Strike Exp Pack	$19
Charge Light Brigade	$34
Civil War SSI	$42
Conflict: Korea	$36
Conflict: Middle East	$36
Decision at Gettysburg	$29
Dreadnoughts	$42
Dreadnoughts: Ironclads	$29
Dreadnoughts B smark	$29
Fire Brigade	$34
Fleet Commander	$39
GEN QTRS GAMES	$26
Gettysburg:Turning Pnt	$36
Great Naval Battles ←$45	
Great Naval Battles Exp	$19
Harpoon	$25
Harpoon Designr Series	$32
Harpoon Set 2 or 3	$19
Harpoon Set 4	$24
Harpoon Challenger Pak	$42
Harpoon Chall Pack SE	$49
High Command	$44
Kampfgruppe	$37
Line in the Sand	$27
MacArthur's War	$29
Panzer Battles	$22
Patriot ←$44	
Patton Strikes Back	$27
Rommel North Africa	$24
Rorke's Drift	$34
Second Front	$36
SIM CAN GAMES	$36
Spoils of War	$34
Storm Across Europe	$12
Third Reich	$27
Typhoon of Steel	$12
UMS 2	$19
UMS 2 Planet Editor	$28
V for Victory ←$44	
Velikiye Luki	$37
Victory at Sea	$37
Western Front	$36
White Death	$24

IBM STRATEGY

Civilization	$39
Civilization Master Ed	$45
Conquered Kingdoms	$38
Conquest of Japan	$34
Control of the Seas	$32
Crisis in the Kremlin	$42
Dark Seed	$39
Dark Star	$36
Discvry Steps Columbus	$34
Dragon Lord **$19	
Dune	$29
Dune 2	$42
El Fish	$41
Empire Deluxe	$39
Fighting for Rome	$34
FireTeam 2200	$24
Fort Apache	$34
Gemfire	$37
Global Conquest	$39
Global Effect	$32
Inindo	$37
Koshan Conspiracy	$32
Lemmings 1 or 2	$32
L'Empereur	$37
Liberty or Death	$37
Lost Admiral	$24
Lost Admiral Enhanced	$44
Mega Lo Mania	$31
Mercenaries ←$38	
Merchant Colony	$34
Microcosm	$32
Monarch	$38
New World Order	$38
Nobunaga 1 or 2	$37
Operation Combat **$12	
Pacific Theater of Oper	$42
Paladin 2	$34
Perfect General	$38
Perfect Gen Disk 1 or 2	$23
Perfect General 2	$44
Populous 2	$38
Power Monger ←$34	
Power Monger WW1	$21
QQP Bundle	$59
Railroad Tycoon	$34

IBM STRATEGY

Rampart	$27
Realms	$29
Red Zone	$32
Renegade Leg on Intrcpt	$12
Romanc 3 Kngdm 1 or 2	$42
Rules of Engagement 2	$38
Second Conflict WIN	$34
Seven Cities of Gold 2	$38
Siege	$38
Siege Expansion Disk	$19
Sim Ant	$37
SimCity	$29
SimEarth: Life or Farm	$41
Sim Earth 2000	$42
Star Control 2	$37
Starfleet 1	$17
Star Legions ←$38	
Task Force 1942	$39
Theatre of War ←$32	
Traders	$19
Unnatural Selection	$32
Utopia	$31
Viking Fields of Conqst	$37
Warlords	$24
Warlords 2	$42
Worlds at War	$24

IBM ADVENTURE

Advnts Willie Beamish 2	$39
Amazon	$39
Castle Wolfenstein 3D	$37
Coaster	$32
Codename Iceman 2	$39
Colonel Bequest 2	$39
Conquests of Longbow	$39
Cruise for a Corpse	$34
Cybercon 3	$29
Dark Half	$34
Deja Vu 2 Lost in LV	**$12
Demon's Gate	$36
Don't Go Alone	**$12
Elf	$24
Free DC	$24
Gateway	$36
Heaven & Earth	$32
Hook	$32
HUMANS	$24
Indy Jones Fate Atlantis	$38
Jack the Ripper	$38
King's Quest 5 VGA	$39
King's Quest 6 VGA	$45
Leather Goddesses 2	$42
Legend of Kyrandia	$35
Leisure Suit Larry 5	$34
Leisure Suit Lrry Bundle	$39
Lost Files Sherlck Hlms ←$44	
Lost Treasures Infocom 2	$32
Out of this World	$36
Plan 9 from Outer Space	$31
Police Quest 2 or 3	$34
Rex Nebular Cos Gen B	$39
Riftwar Legacy	$39
Risky Woods	$24
Secret Monky Islnd 2	$38
Sex Olympics	$24
Sex Vixens from Space	$12
Sierra Adventure Bundle	$39
Space Quest 3	$34
Space Quest 4 or 5	$39
Space Quest Bundle	$39
Spaceward Ho!	$38
Spellcasting 201	$36
Spellcasting 301	$34
Startrek 25th Anivrsry	$36
Star Trek Next Generatn	$46
Summoning ←$38	
Time Quest	$12
Walker	$32
Warriors of Legend	$19
Where Amrcas Pst CSD	$37
Where Europ, USA, time	$30
Where World CSD Dlx	$49

IBM HARDWARE

Ad Lib Sound Card	$49
Ad Lib Gold 1000	$179
Ad Lib Speakers	$15
Adv Gravis UltraSound	$129
Flight Stick	$37
Flight Stick w Falcon	$42
Pro Audio Spectrum 16	$199
Pro Audio Spctrm Plus	$139
Sound Blaster	$99
Sound Blaster Pro	$189
Sound Blstr Pro Basic	$159
Snd Blaster Speakers	$15
Sound Star Sound Brd	**$29
Thrustmaster Joystck	$69
Thrustmstr Pro Joystick	$109
Thrustmstr Weapn Cntrl	$79
Thrustmstr Ruddr Cntrl	$109
Thunder Board SndBrd	$84
Thunder Board WIN	$109
Thunder Board Spkrs	$15
Video Blaster	$349

IBM SPORTS

Al Amencan College Fb	$36
APBA Baseball	$28
APBA 1908 - 91 Ea	$21
APBA Basketball	$34
APBA Bowling	$14
APBA Football	$34
Espana Games	$24
Fast Break	**$12
Front Page Football	$39
Greens	$34
Gretsky Hockey 2	$34
Hardball 3	$34
Hardball 3 Players Disk	$19
Hardbal 3 Stadium Disk	$19
J Conners Pro Tennis	$32
LH 3 in 1 Football	$36
LH Boxing	$36
LH Full Count Baseball	$36
LH Hockey	$36
LH Pro Basketball	$36
LH Utility Disks	$16
Links Golf	$29
Links Course 1 -6 Ea	$17
Links 386 Pro Golf	$42
Links 386 Pro Courses	$20
Madden Football 2 ←$32	
Magic Johnsn Fst Brk	**$12
ML Baseball 4 USA Today	$31
ML Franchise Disks Ea	$20
Microleague Basketbal	$28
ML Football Deluxe	$39
ML Football 2	$39
Michael Jordan Flt Sim	$44
Microsoft Golf WIN	$39
Mike Ditka Football	$32
NFL Challenge	$60
NFL 1984-1987 Ea	$15
NFL 1988-1991 Ea	$22
NFL Football	$31
NFL Proleague Football	$19
Nicklaus Signature Edit	$39

IBM AD & D

AD&D Collectors Ed 2	$45
AD&D Starter Kit	$45
Champions of Krynn	$19
Dark Queen of Krynn	$32
Dark Sun	$37
Death Knights of Krynn	$20
Dragons of Flame	$12
Eye of the Beholder	$19
Eye of the Beholder 2	$38
Gateway Savge Frontr	$32
Pool of Darkness	$38
Secret of Silver Blades	$15
Shadow Sorcerer	$15
Treasurs Savage Frontr	$32
War of the Lance	$ 9

IBM ROLE PLAYING

Bard's Tale 3	$32
Bard's Tale Constrct Set	$19
Battletech 2	$31
Black Crypt	$32
Buck 2: Matrix Cubed	$32
Celtic Legends	$32
Challenge of 5 Realms	$44
Champions	$37
CHARACTR EDITORS	$16
Cobra Mission	$44
Cyber Empire	$32
Cyber Space	$32
Darklands	$39
Dungeon Master	$34
Dusk of the Gods	$24
Elvira 1 or 2	$29
Fames of Freedom	$28
Hero's Quest 2	$21
Hero's Quest 3	$39
Joan of Arc	$12
Lord of the Rings 1	$32
Lord of the Rings 2	$37
Loremaster	$39
Lure of the Temptress	$37
M	$45
Magic Candle 1	$12
Magic Candle 3 ←$38	
Megatraveler Zodanl	**$24
Megatraveller 3	$39
Might & Magic 3	$38
Might & Magic 4 or 5	$46
Pirates Gold	$34
Planet's Edge	$38
Rings of Medusa	**$24
Sea Rogue	$39
Sentinel Worlds	**$12

IBM SPORTS

PGA Tour Golf	$32
PGA Tour Golf Ltd Edt	$45
Pro Football Analyst	$24
Road to the Final Four	$37
Tom Landry Football	$29
Tony LaRussa Baseball	$19
T LaR Fantasy Manager	$15
T LaRussa Stadiums	$15
T LaR Teams 1901-68	$15
World Circuit	$34

IBM ROLE PLAYING

Shadowlands	$30
Space Hulk	$38
Space Inc	$34
Spellbound	$39
Spellcraft Aspects Valor	$38
SpellJammr Pirats RS ←$38	
Starflight 1 or 2	$17
Sword of the Samurai	$ 9
Tales Magic: Prophcy S	$38
Third Courier **$12	
Twilight 2000	$34
Twilight 2001	$39
Ultima Trilogy	$35
Ultima Trilogy 2	$45
Ultima 6 False Prophet	$39
Ultima 7 Black Gate	$46
Ultima 7 Forge of Virtue	$19
Ultima 7.5 Serpent Isle	$46
Ultima Stygian Abyss	$48
Uncharted Waters	$42
Wax Works	$34
Wizardry 5	$32
Wizardry 6 Cosmic Frg	$37
Wizardry 7 Crusaders	$39

IBM TRADITIONAL

3 in 1 Players Pack **$24	
Acquire	$15
Artura **$24	
Backgammon WIN **$24	
Battle Chess WIN	$29
Battle Chess 4000	$36
Blackjack DOS/WIN	$16
Bridgemaster	$29
Centerfold Squares	$21
Chessmaster 3000 WIN	$38
Chess Net **$24	
Dealers Choice Poker	$29
Edward O Thorpe BJ **$24	
Femmes Fatale	$26
F Fatale Data Disks	$18
Game Maker	$68
GO Master 5 Dlx	$109
GO Master 5 DOS/WIN	$39
Grand Slam Bridge 2 ←$32	
Hong Kong Mah Jong	$32
Hoyle Book Games 1 or 2	$21
Hoyle Book Games 3 or 4	$29
Omar Sharif on Bridge	$37
Penthouse Jigsaw	$24
Pinball WIN	$29
Planet of Lust	$19
Risk WIN	$29
Scrabble Deluxe	$24
Shanghai 2	$24
Solitaire WIN	$32
Solitaire's Journey	$38
Strip Poker 3	$31
Strip Poker Data 1-5 Ea	$19
Trump Castle 3	$34
Video Poker A'la Carte **$24	
Video Poker Masque **$19	
Wayne's World	$26
Wheel of Fortune Gold	$15
Word Champ Backgmn	$24
Word Champ Cribbage	$24

IBM SIMULATION

A10 Avenger	$46
Aces of the Pacific	$42
Aces Pacific Mssn 1 or 2	$27
Aces over Europe	$46
Aces Europe Mssn 1 or 2	$27
AH 64 Helicopter	$46
Allied Forces Bundle	$29
ATAC	$29
ATP	$37
B17 Flying Fortress	$39
Battlehawks 1942	$37
Birds of Prey ←$32	
Campaign Strategic F	$37
Car & Driver ←$38	
Design your own Railroad	$29
Eye of the Storm	$29
F117A Nighthawk	$42
F15 Strike Eagle 3	$44
F19 Stealth Fighter	$24
F22 ATF	$39
Falcon 3.0	$45
Falcon 3.0 Scenario 1	$24
Fly Grand Canyon 3D	$45
Gunship 2000	$39
Gunship 2000 Scen Dsk	$24
Heros of the 357th	$32
Jet Fighter 2.0	$39
Jetfighter 2 Mission Disk	$19
Jump Jet	$39
Land, Sea & Air 1 or 2	$39
M1 Tank Platoon **$24	
Mantis Experimntl Fghtr	$39
Mantis Speech Pack	$19
Maximum Overkill	$44
Megafortress	$12
Megafrtrss Mssn 1 or 2	$26
Megafortress Mega Pk ←$38	
Red Baron VGA	$39
Red Baron Mission Bldr	$24
Red Storm Rising	$14
Road & Track GP Unlmtd	$37
Secret Weapons Lftwff	$44
S Weapons Exp 1-4	$21
Shadow President	$34
Shuttle	$29
Silent Service 2	$34
Strike Commander	$45
Team Yankee	$34
Team Yankee 2	$29
Test Drive 3	$29
Ultrabots	$37
Virtual Reality Studio	$49
Wing Commander 1	$39
WC1 Mssn 1 or 2	$19
WC1 Bundle	$45
Wing Commander 2	$45
WC2 Operations 1 or 2	$27
WC2 Speach Pack	$15
Wolfpack	$15
X Wing	$42

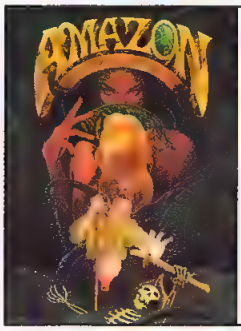
HINT BOOKS

A Train	$16
AD&D HINTBOOKS	$10
Civilization	$16
Dungeon Master	$10
Dynx Great War Planes	$16
Global Conquest w/Disk	$21
Gunship 2000	$16
Harpoon Battlebook	$16
Indy Jones Fate Atlantis	$10
LucasArts Adventure	$16
Might & Magic 3 or 4	$16
Official Sierra Hint Bks	$12
Power Monger	$16
Quest for Clues 2, 3or4	$21
Secret Mnky Islnd 1 or 2	$10
SIERRA HINTBOOKS	$10
Smcty/SimEarth	$20
Star Trek 25th Anniver	$10
Strategy Plus 3 -11 Ea	$ 8
Strategy Plus 12-23	$ 5
Ultima Hint Books	$10
Ultima Avatar Adventrs	$14
Wizardry 6 Cosmic Frg	$12
Wizardry 7 Crusaders	$12
Yeager's Air Combat	$16

IBM ARCADE

Blockbuster **$12	
Punisher **$24	

'STAR LEGIONS' is another in the Star Fleet series of space strategy simulations. You are in command of more than 100 legions of battle-hardened Krellan warriors using Battlecruisers, destroyers and troop transports. Features real time combat, state of the art graphics animation and sound. **$38**



'AMAZON' recaptures the fun of the 1950's drive-in movies. Travel to unexplored regions of the Amazon, fight 10 foot ants, and find emeralds stolen by Cortez. Amazing cinematic effects such as multiple camera angles, flashbacks, zooms pans, & fades. Features full digitzed voices & sound effects. **$39**

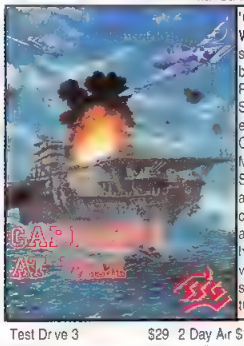
'PIRATES GOLD' lets you become a swashbuckling pirate in the 17th century Caribbean. Expands on the original with more opportunities to gain treasure, power, and prestige. Features swordfighting & combat capabilities, realistic digitzed speech, & support for all major sound boards. **$34**

'GAME MAKER' allows you to create 256 color VGA adventure and arcade games without programming. Features sound, multiple levels per game, import images from GIF files, character & monster animation, scrolling in all directions, add or subtract hit points, lives, score and money. **$68**

SPEAR OF DESTINY' is a Castle Wolfenstein 3D graphic adventure. Encounter well trained enemy soldiers, secret doorways, gruesome mutants and powerful bosses in first person perspective. Features 20 complete floors, 4 levels of difficulty, digitzed stereo sound effects, & multiple saved games. **$37**

'SPACEWARD HO!' takes you to the stars as you explore and conquer the galaxy. You allocate funds & resources to build armadas, inhabit & terraform planets, research new technologies. Features an adjustable galaxy size, number of players up to 19, network and modem play. **$38**

'PRO AUDIO SPECTRUM PLUS' features hi-fidelity recording & playback in 44kHz **stereo**, advanced 20 voice stereo synthesizer, high performance 16 bit interface, 4 watt per channel amp, built in SCSI interface, MIDI sequencer, waveform editor, four track music studio, & windows 3.1 drivers. **$139**



'CARRIERS AT WAR' brings to life six crucial carrier battles of WWII: Pearl Harbor, Coral Sea, Midway, Eastern Shores, Santa Cruz, and Great Marianas Turkey Shoot. Seek out and destroy enemy carriers, fleets, and airforces. Features hundreds of individually modeled ships & aircraft from that period. **$39**

CHIPS & BITS

PO Box 234
Rochester VT 05767
Fax 802-767-3382
802-767-3033
800-753-4263
GEnie Keyword CHIPS

****Spend $100 on any in stock software and get 1 starred game free**

← Buy 2 marked games and get a coupon for 1 free EA game

We accept Visa, MC & Money Orders. COD add $5. Checks Held 4 Weeks. Most items shipped same day. All shipping rates are per order not per item. UPS $4. 2 Day Air $6. Mail $5. Airmail Canada $6. HI, AK, PR, Test Drive 3 $29. 2 Day Air $12. Airmail Europe $37. $12 first item plus $6 per additional item.

All Sales Final. Check compatibility before you buy. Shipping times not guaranteed. Defectives replaced with same product. Price & availability subject to change.

Circle 19 on Reader Service Card.

enough, more time. Earning more energy points from a cruller makes sense, but more *time*?

Is this game — or for that matter, the whole five-pack — worth a few bucks? That depends. If I may be frank, these are the kinds of games that either disappeared from store shelves a long time ago or, at best, are gathering dust in the bargain bin.

If you do go for these five recycled titles, recycle the manual and addendum while you're at it. The documentation probably took as long to assemble as it did for someone to throw the five disks into the box. (These aren't rocket-scientist games, of course, but a single, simplified card showing keyboard commands and joystick movements would have been much more useful.)

Arcade Hits is, to put it nicely, shovelware: Domark's shoveled its backlist back into the sales channel. If you could install these games on your hard-disk drive and if they came with a more-helpful instruction card, then, and only then, might the collection be a hit.

Domark, 1900 South Norfolk Street, Suite 202, San Mateo, CA 94403, (415) 513-8929, (800) 245-7744; IBM PC or compatible, 640K RAM; CGA, EGA, Tandy 16-color; joystick recommended; $39.95

PIT FIGHTER

By Ed Ferrell

Take a raincheck on Pit Fighter if you call yourself a strategy buff. This action-arcade game for the PC is a no-holds-barred battle to the death that leaves little room for thought.

Based on the popular stand-up arcade game, Pit Fighter works your joystick skills as you try to defeat each of seven different opponents and earn the right to square off against the Ultimate Warrior. This is beat-'em-up at its best.

If you've played the arcade version of the game, you'll notice that this fine conversion features new locations and new characters. Pit Fighter's designers kept the spirit of the game, which even offers a brutality bonus for mean and dirty fighting. Fighting below the belt? You bet.

LOWDOWN AND DIRTY

In Pit Fighter, every third bout is a grudge match, in which you take on a computer clone of your own fighter. The PC version of Pit Fighter gives you three new tough guys to choose from. Why? All the earlier challengers are suffering from multiple injuries and now live in a hospital, of course.

The challengers are champions from the legal sports of karate, kickboxing, and wrestling. Ty, Kato, and Buzz, lured by huge purses, have chosen to compete in the illegal, to-the-death arena of pit fighting.

Each man is introduced with excellent graphics images digitized from real fighters. Kato's third-degree black belt offers speed as his main weapon; he's shown doing negative leg splits. Buzz lifts weights. Ty brings the kickboxer's agility into the ring.

Special punches from each pit fighter's discipline form a varied attack. Pick the wrestler and use his special head butt and body slam. Kato's karate lessons have taught him powerful flip kicks and backhands. Kickboxer Ty devastates with his flying spin.

Defensive punches, ducks, and kicks are also part of everyone's arsenal, and weaving around the ring is as simple as pushing the joystick or hitting the arrow keys.

And you better master the art of moving out of the way, because the eight opponents you face are true veteran pit bulls.

TOUGH CHARACTERS

From the Executioner to Heavy Metal, these guys come to fight. They've survived a season in the meanest, toughest school of hard knocks and can't wait to teach you some lessons. This makes American Gladiators look like an afternoon aerobics class.

Pit fighters are the lowest of the low (which makes you wonder about their creators) and include Mad Miles, an insane Vietnam Vet, and Angel, the sole female fighter. Of course, you never really thought that a game named *Pit Fighter* could take the high road, did you? Illegal fights to the death attract the dregs, and though an apology to Vietnam vets seems in order, Domark has delivered a brutally addictive computer version of arcade mayhem.

CHAIR TO THE FACE

Pit fighters aren't the game's only characters. Dickie Browne, the president of the World Fighting Federation, has attracted some sponsors to the world of pit fighting. Yahoma, for instance, has donated several 750cc motorcycles to the sport. No, they're not prizes; instead, they're objects to throw.

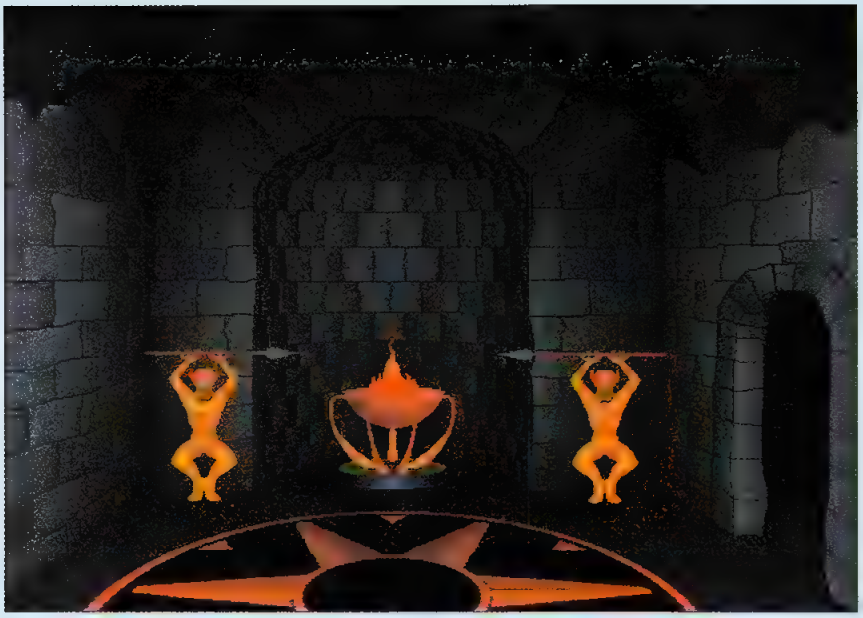
If your man can't lift a motorcycle, there are other objects in the ring to heave. From stars to sticks, from crates to stools to kegs, everything in the ring is fair game as a weapon. Some kegs have a special pill inside that doubles your punching power and halves the damage your opponent causes. Think of it as a super steroid, which is somehow terribly appropriate for this game.

If your timing is good, you can even throw your opponent around the ring. Whatever happens, try not to get thrown into the crowd. Sometimes the audience is tougher than the fighters.

How well Pit Fighter translates to the PC is a matter of opinion. It's an excellent conversion — with all the spirit, graphics images, and noise of its coin-op cousin — but it accommodates only two players, not the three of the stand-up machine. Keyboard controls work, but to do your best, you need a joystick. (Forget the mouse.)

Pit Fighter is a brutal sport that demands brawn, not brains. If you want to experience this kind of action, take off your thinking cap, step into one of its strange venues —

A GREAT WAR.
A LOST PARADISE.
AN EPIC ADVENTURE.
STAR CONTROL II™
THE QUEST FOR EARTH BEGINS
FOR THE IBM PC
ACCOLADE™
The best in entertainment software.™
Star Control II is a trademark of Accolade, Inc.
© 1992 Accolade, Inc. All rights reserved.
Circle 126 on Reader Service Card.



Ragnarok: no 3-D views, no music, plenty of challenge, lots of monsters.

from the State University boiler room to the Presidential gardens — and get rid of your hostilities.

Domark, 500 South Winchester Boulevard, San Jose, CA 95128, (800) 245-7744; IBM PC or compatible; CGA, EGA, VGA, Tandy 16-color; supports AdLib, Roland, Sound Blaster, Tandy sound; $34.95

RAGNAROK

By Barry Brenesal

It's not often you get to experiment with the end of the world — and live to tell about it. According to Norse mythology, *ragnarok* is the end of the world, Viking style, a time when gods, giants, and bank-sized monsters all get together, invoke their powers, and kill each other off — sort of a *Wrestlemania* for the gods. Any way you look at it, it'd be a hard number to top.

Ragnarok is also the name of a new role-playing fantasy that puts a personal spin on these tales. The forces of evil — demons, giants, and minions of death — have decided to weight the odds in their favor for the upcoming Big Event by stealing several of the gods' super-weapons. As an unknown, unsung hero, you've dedicated your life to reclaiming that lost cutlery and winning the favor of the gods.

Ragnarok is an unforgiving, sadistic game that's almost impossible to navigate. But then, that's why some of us play these things, isn't it?

S*** HAPPENS

Ragnarok's gaming ancestry is pure Dungeons & Dragons. There's no morality to worry about, no political, economic, or geothermal considerations to get in the way of a simple fight. There are also no conversations to hold, no potential adversaries to win over. Ragnarok is descended from products such as Mac-based Hack, a name that tells more about this game than it really should.

Visuals are old-fashioned, but stylishly done, with simple, 16-color VGA icons set in a top-down, two-dimensional tiled frame. Crisp images compensate partially for the lack of extra color, but there's really no making up for the loss of a 3-D perspective or realistic animation — at least not in 1993, when everyone and his uncle tosses them into even second- and third-string role-playing games. One nice feature of Ragnarok, though, is that because there aren't any "incidents" tied to the terrain (just random battles), there isn't any reason to have a preconfigured map. Each new game sports its own large, randomly generated series of rooms.

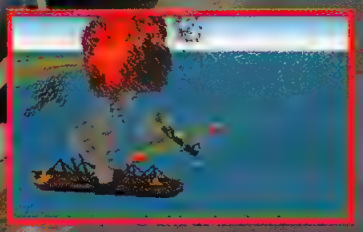
There are other nice points. Keyboard controls are listed on an enclosed reference card, and most mouse commands are displayed for easy access on screen. There's good on-line help available at the press of a function key, with categories for *Commands*, *Traps*, *Movement*, *Throw*, *Quests*, and *Attacking*. The realm is huge — as you might expect — with a variety of objects and abilities to match, the latter ranging from terraforming and dimensional travel to corporeal transfer (a.k.a. body swapping, to the uninitiated among you).

Norsehelm publishes a strategy guide for Ragnarok, and I can't recommend it too strongly. In fact, you need it less for winning the game than you do to simply stay alive. Like Sir-Tech's Wizardry series (and unlike Origin Systems' Ultima), the inhabitants of Ragnarok are almost entirely unknown and remarkably sadistic. Dealing with scores of orcs and troops of trolls is bad enough, but through role-playing experience, at least you figure out how to react. What do you do when you're faced with an *anssk*, *nilb*, *kalvin*, or *borgon vile*? (Who are these guys, anyway?) There are more than 200 new monster species here altogether, all eager for a satisfying meal of *héro du jour*.

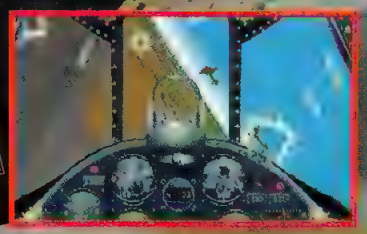
As a novice Ragnarok adventurer, you're confronted constantly with a lack of important knowledge about your surroundings. Precious little information comes your way during the game itself. Wotan is supposed to send ravens along with helpful hints, but he's clearly got labor problems, because only a few show up. The same goes for the dead adventurers' diaries. The player's manual states your quests and sometimes their far-flung locations, but no one ever tells you how to get there or what to expect.

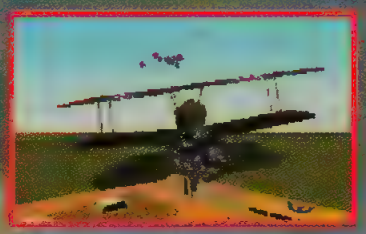
History records the evolution of man's journey to the skies... ...Now you can relive it.

Blast your way through dangerous attack



Sink enemy ships with torpedoes and dive





Take on the great Axis and Allied aces in one-on-one duels. (Red Baron)

The Great War Planes™ Series

...the smoking ruin of ... *Great War Planes*™ series ... the series ...

...sion disk that explores the ... game where ... history.

Excellence in Flight Simulation.

Dynamix®
PART OF THE SIERRA FAMILY

To get your copy now, call:
1 (800) 326-6654

Circle 23 on Reader Service Card.

And knowing what to expect is crucial. Unlike Wizardry, Ultima, the SSI worlds, or Deruvia, the Ragnarokian universe is completely stacked against you. You start out with minor-league weapons and a couple of unknown, one-use-only magic items. You have few hit points, while legions of enemies seem to know exactly where you are. Even if you figure out how to build a satisfyingly brutal hero with endless immunity, strength, hit points, luck, and skill, he'll almost certainly walk into a spot where some demon will rip his legs off before bothering to kill him. That's no joke. It happens.

YOU GOTTA BE KIDDING!

As it turns out, this is intentional, because bad attitude runs throughout the game. The Norsehelm team, for instance, "strongly recommends" expert mode, which lets you save your progress only every 4000 moves. (That's not a misprint. You read it right — *4000*.) If you play a measly 3500 turns (in other words, several days) and lose a character, you have to start all over — there's no file to reload.

And if you dare use beginner mode, which permits full saves every 200 moves, you get treated with on-screen, humorless sarcasm. I don't need this — I can get that from my family.

Ragnarok's lack of plot, puzzles, music, non-player character interaction, 3-D views, and 256-color images will turn off most gamers. More-conservative D&D types, however, will relish Ragnarok's fiendish monsters, endless challenge, and well-developed gaming system.

Do yourself a favor, though. If you decide to take the masochistic route to Ragnarok, splurge for the strategy guide. It'll save your neck — probably your legs, too. ❑

Norsehelm, P.O. Box 494388, Redding, CA 96049-4388, (800) 892-3488; IBM PC or compatible, 640K RAM, DOS 3.3 or later; VGA; requires hard-disk drive, mouse optional; $59.95

The Time Has Come...

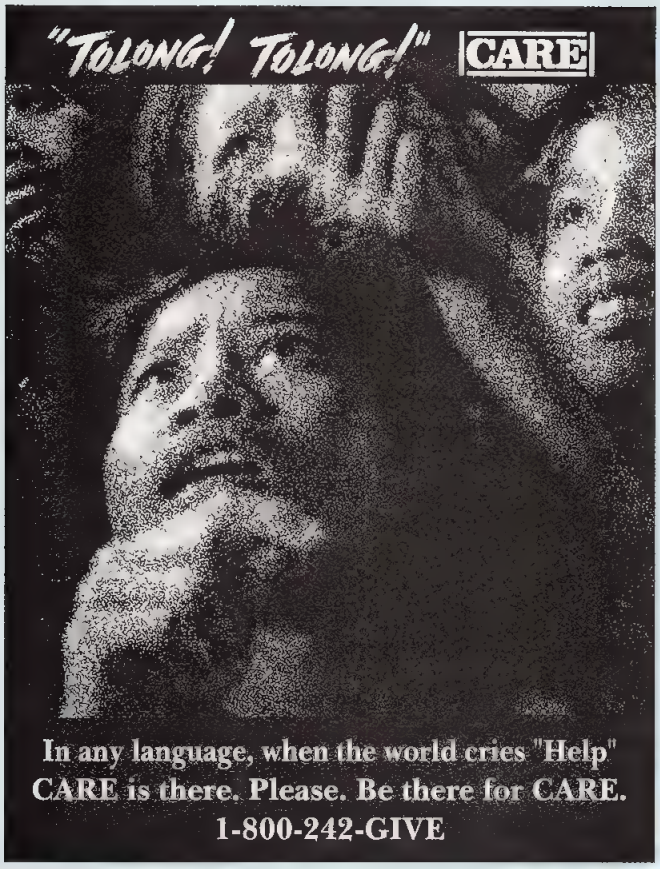
...to send for the latest copy of the free Consumer Information Catalog.

It lists more than 200 free or low-cost government publications on topics like money, food, jobs, children, cars, health, and federal benefits.

Don't waste another minute, send today for the latest free Catalog and a free sample booklet. Send your name and address to:

Consumer Information Center Department TH Pueblo, Colorado 81009

A public service of this publication and the Consumer Information Center of the U.S. General Services Administration



COMING ATTRACTIONS

✔ **NOW HEAR THIS! Plug in an audio card and let your games' dazzling music, realistic sound effects, and crisp dialogue blow you away. PCGames reviews the top four sound boards — compare features, price, and ease of installation and see which one is right for your system.**

✔ **Boot up a fantasy war game and you'll find hordes of small and angry critters swarming all over your PC — meet the orcs, the trolls, and all the other little gremlins and grunts who make up your own tiny silicon fiefdom. Keeping track of 'em makes for some truly addictive fun — don't say we didn't warn you.**

✔ **Get ready for the European Invasion — fleets of games from England, France, and Germany will be making their way across the pond in '93. For new perspectives in arcade action, strategy, space combat, and more, lay down your arms and boot up your PC.**

✔ **Spring reviews: Birds of Prey, Gobliiins, Caesar, Campaign, Dragon's Lair III: Curse of Mordread, Amazon: Guardians of Eden, Mental Math Games, Space Adventure, Spaceward Ho!, Empire Deluxe, Laser Squad, Dominus, Power Politics, Liberty or Death, Cyber Race, and more.**

PCGames is a publication of International Data Group, the world's largest publisher of computer-related information and the leading global provider of information services on information technology. International Data Group publishes over 185 computer publications in more than 60 countries. Thirty million people read one or more International Data Group publications each month. International Data Group's publications include: ARGENTINA's Computerworld Argentina, Infoworld Argentina; ASIA's Computerworld Hong Kong, Computerworld Southeast Asia, Computerworld Malaysia; AUSTRALIA's Computerworld Australia, Australian PC World, Australian Macworld; AUSTRIA's Computerwelt Oesterreich, PC Test; BRAZIL's DataNews,PC World, Mundo IBM, Mundo Unix, Publish; BULGARIA's Computerworld Bulgaria, Ediworld, PC World Express; CANADA's InfoCanada, Network World Canada, Direct Access, Graduate Computerworld; CHILE's Computerworld, Informatica; COLOMBIA's Computerworld Colombia; CZECHOSLOVAKIA's Computerworld Czechoslovakia, PC World Czechoslovakia; DENMARK's CAD/CAM World, Communications World, Computerworld Uddannelse, PC World Produktguide, Windows World, Computerworld Danmark, PC World Danmark, Macworld Danmark, Computerworld Focus, Lotus World, Macintosh Produktkatalog, LAN World; ECUADOR's PC World; EGYPT'sPC World Middle East; FINLAND's Mikro PC, Tietoviikko, Tietoverkko; FRANCE's Le Monde Informatique, Distributique, Golden Mac, Languages & Systems, InfoPC, Telecoms Reseaux, Le Guide du Monde Informatique; GERMANY's Computerwoche, Computerwoche Focus, Computerwoche Extra, Computerwoche Karriere, Edv Aspekte, Publish, Information Management, Macwelt, Netzwelt, PC Woche, PC Welt, Unit; HUNGARY's Computerworld SZT, PC World; INDIA's Computers & Communications; ISRAEL's Computerworld Israel, PC World Israel; ITALY's Computerworld Italia, Lotus Magazine, Macworld Italia, Networking Italia, PC World Italia; JAPAN's Computerworld Japan, Macworld Japan, SunWorld Japan; KENYA's East African Computer News; KOREA's Computerworld Korea, Macworld Korea, PC World Korea; MEXICO's Computerworld Mexico, PC Journal, Compu Edicion, Compu Manufactura, Computacion/Punto de Venta, Macworld, Mundo Unix, Windows; THE NETHERLANDS' LAN, Lotus World, Macworld, Computer! Totaal; NEW ZEALAND's Computerworld New Zealand, New Zealand PC World; NIGERIA's PC World Africa; NORWAY's Computerworld Norge, C World, PC World Norge, PC World Ekspress, IDG Direct Response, Lotus World Norge, PC World's Product Guide, Student Guiden, Publish World, Macworld Norge, Networld, Unix World, Windowsworld; PERU's PC World; PEOPLE'S REPUBLIC OF CHINA's China Computerworld, PC World China, Electronics International; IDG HIGH TECH Newproductworld; PHILIPPINES' Computerworld, PC World; POLAND's Computerworld Poland, Komputer, PC World/Komputer; ROMANIA's Infoclub; RUSSIA's Computerworld Moscow, Networks, PC World; SOUTH AFRICA's Computing S.A.; SPAIN's AmigaWorld, Communicaciones World, Computerworld Espana, Macworld Espana, Network World, PC World Espana, PC World Autoedicion, Publish, SunWorld; SWEDEN's ComputerSweden, Corporate Computing, Mikrodatorn, Macworld, CAD/CAM World, Lotus World, Windows, PC World, Lokala Natverk/LAN, Attack, CAP, Datalngenjoren, Data & Telekommunikation, Maxi Data, Mac&PC, Publishing & Design; SWITZERLAND's Computerworld Schweiz, Macworld Schweiz, PC & Workstation; TAIWAN's Computerworld Taiwan, Global Computer Express, PC World Taiwan; THAILAND's Thai Computerworld; TURKEY's Computerworld Monitor, PC World Turkiye, Macworld Turkiye; UNITED KINGDOM's Lotus, Macworld, SunWorld; UNITED STATES' AmigaWorld, Cable in the Classroom, CIO, Computerworld, DOS Resource Guide, Electronic News, Federal Computer Week, GamePro, inCider/A+, IDG Books, InfoWorld, Infoworld Direct, Lotus, Macworld, Momentum, Multimedia World, NeXTWorld, Network World, PCGames, PC World, PC Letter, Publish, SunWorld, SWATPro; VENEZUELA's Computerworld Venezuela, MicroComputerworld Venezuela; YUGOSLAVIA's Moj Mikro.

Problems with Advertisers: Send your current address and a description of the problem to *PCGames*, 80 Elm Street, Peterborough, NH 03458, attention Rita Rivard, Marketing Assistant/Customer Service Manager. If urgent, call (800) 441-4403, (603) 924-0100 in New Hampshire.

PC GAMES

EDITORS' Choice

KILLER COPTER

By Wayne Kawamoto

Like a tight Blue Angels formation, PC flight sims stick together, flying in a pack, soaring high. Standouts are easy to spot — top-gun simulations like F-19 and Falcon come to mind — but desk-bound pilots have been waiting for the touchstone program that will usher in an entirely new level of graphics and action.

It's finally here. Flying in from nowhere like an attack helicopter, NovaLogic is about to change the rules by which flight sims are judged. Playing **Comanche Maximum Overkill** is like opening Dorothy's door and walking into the Technicolor Land of Oz. This astounding helicopter sim ventures where none has flown before, and sets a new 3-D standard that reaches to the stratosphere.

You're flying the next-generation Boeing Sikorsky RAH-66 Comanche Attack Helicopter over landscapes rendered with shading and texture to produce scenery unprecedented in any PC sim — snowlines, waterlines, shadows, treelines, vegetation, and even realistic clouds.

According to NovaLogic, ground terrain follows the laws of nature — if a hillside is too steep, vegetation won't appear, for instance. NovaLogic calls this technology *Voxel Space*; making one million calculations per second, it adds three-dimensional information to define length, width, and height of each pixel.

The program also adds sound effects (if you have a compatible audio card), including verbal comments from your co-pilot, realistic helicopter sounds, and the boom of explosions.

Of course, a game may look great, but if it doesn't play it's nothing more than a sleek prototype made of clay. No problem here — the action's nonstop.

Like most flight simulators, Comanche features a series of military missions to take out strategic targets, plus full campaigns. The enemy's waiting in force, and is willing to make every mission not just a job, but an adventure.

You're armed to the rotors with a variety of heat-seeking and laser-guided missiles, a cannon, and assorted rockets. (Can you say, "Hasta la vista, baby"?) You can transmit enemy-position data to your ground artillery, and you have an assortment of chaff and flares for those necessary evasive maneuvers when something locks on your tail. Limited fuel and weaponry add to the strategic realism.

You'll never fly alone. NovaLogic has yet to designate the role the wingman will ultimately play, but for now, open communication is available.

Like the real Comanche Attack Helicopter, the game provides computer-assisted flight to compensate for the rotor and throttle as you fly. Comanche also supports dual Thrustmaster joysticks, a first for helicopter sims. The result is a more realistic duplication of actual helicopter controls. You use your left hand to manipulate the collective (controlling pitch of the blades to adjust altitude) and your right to control the cyclic (adjusting pitch of the main rotor for directional changes). You can also control the helicopter through a combination of joystick and keyboard, or keyboard alone.

Another plus is that the game can incorporate actual terrain data taken from satellite radar mapping and U.S. Geological Surveys. Potentially, this may permit accurately rendered groundscapes of real terrain. At press time, Comanche featured a variety of landscapes, from mountainous jungles to volcanic areas. NovaLogic also promises future add-on disks with new terrain and extra missions.

Even in its still-unreleased version, Comanche's action is exhilarating, the terrain stunning. If NovaLogic can balance incredible graphics with first-rate game play, it'll have a real winner. And your PC will really fly. ❑

Comanche's textured terrain sets a new graphics standard.

NovaLogic, 19510 Ventura Boulevard, Suite 200, Tarzana, CA 91356, (818) 774-0600; IBM PC or compatible, 386 or faster, 4MB RAM; VGA; supports SoundBlaster; requires hard-disk drive, 10MB free; $69.95

SUPER CHALLENGING. SUPER ADDICTIVE. SUPER TETRIS.

It's here. The super sequel to best-selling Tetris, the most addictive computer game ever devised. Super Tetris™ is even more challenging because it comes with a blockbusting twist—bomb pieces that help you blast your way down to the bottom of the pit and discover treasures. Super Tetris. Just when you thought you'd broken the habit.

Spectrum HoloByte®

THE TETRIS® PEOPLE

Spectrum HoloByte, Inc. 2490 Mariner Square Loop, Alameda, CA 94501

Available for IBM and Mac/MacII. For Visa/MasterCard orders call 24 hours a day, 7 days a week: 1-800-695-GAME (Orders Only)
For technical questions call: 1-510-522-1164 (M-F: 9am–5pm PST)

Circle 121 on Reader Service Card.

Super Tetris is a trademark and Tetris is a registered trademark of V/O Electronorgtechnica.

Blow It Out Your Ear.

Pump up the volume with Sound Blaster! The sound card from Creative Labs. Experience the full power of 11-voice synthesized music and 8-bit sampled sound effects. Don't just hear it...let it blow you away! The scream of your F-15's engine as you elude enemy fire...the crisp crack of your bat when you hit a homerun off the screen...the echoing ring of sword against sword during your next fantasy adventure.

No wonder Sound Blaster is the world's #1 seller. And why it's the sound card that more gaming software developers write for under DOS or Windows™ 3.1.

Only $149.

To find out more about Sound Blaster, the only sound card that's 100% Sound Blaster compatible, visit your local computer retailer or call Creative Labs at 1-800-998-LABS.

Get the full blown sound capability you've always wanted for your PC—for only $149. With Sound Blaster from Creative Labs.

Because...
if you don't have Sound Blaster, you're really blowing it!

SOUND BLASTER™

CREATIVE
CREATIVE LABS, INC.

MICROSOFT WINDOWS.

Sound Blaster is a trademark of Creative Labs, Inc. Windows is a trademark of Microsoft Corporation. © 1992 Creative Labs. Inc. All rights reserved. International inquiries: Creative Technology, Ltd., Singapore Tel 65-773-0233 Fax 65-773-0353

Circle 5 on Reader Service Card.

scanned & edited
by kitsunebi